

SHATTERED DREAMSTM



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Shattered dREAMSTM

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Warning: This book is for mature readers only. Some of the contents may be unsuitable for younger readers.

DEDICATED

*To the Coil that is tense and ready to spring
To the Thorn deeply imbedded in her flesh
To the Shard that remains when she is gone
And to the Buttress that stood.*

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FOREWARD

Welcome to Shattered Dreams. In this roleplaying game we will attempt to take you to a brand new place— your dreams. Better yet, we'll try to take you into your nightmares and hopefully scare you along the way.

When we first sat down to try to decide on a first product, many projects passed over the drawing table. We wanted something that was eye catching and on the edge. After many weeks of deliberation, Shattered Dreams leapt into the forefront and became that product. No one had done a complete roleplaying game dealing with dreams and nightmares, much less one in which the players take on the roles of characters that can interact and influence that world that we visit in our sleep.

We had no idea what sort of Lament Configuration we were opening when we started working on this book. We thought that creating a roleplaying game about dreams would be easy and would fit inside a 144 page book. Little did we know that we were dead wrong.

After many meetings (where we sit around and scream at each other), we finally came up with an idea that worked. You are not seeing much of that idea here in print. After modifying that initial idea, we have come up with something wholly better.

Now you hold Shattered Dreams. Take on the role of Dreamwalkers and roam the dream world with head held high. Meet the Vacyge, the Likaer, the Kaies, and the Ilkuzahn. When you read the pages contained here, think about your nightmares. Think about the madness that they hold. Think about the madness this world holds. Think about how everything here might just exist. Be afraid.

Don't worry, it's just a work of fiction. Or is it?

Matthew D. Grau

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Information

In this chapter you learn some basics about roleplaying games as a whole and exactly what you'll need to play *Shattered Dreams*. Most experienced roleplayers tend to skip over sections such as this, but we encourage everyone to read this information to prepare themselves for some of the specifics of *Shattered Dreams*.

WHAT DO I NEED TO PLAY?

You will need the following materials to play *Shattered Dreams*:

- A copy of the rulebook for *Shattered Dreams*.
- Photocopies of the Character Sheets, Roster Sheets, and Adventure Worksheets, found at the back of this rulebook.
- Polyhedral Dice.
- A Dream Die for the Gamemaster (Further explained in Chapter Four).
- A Character for yourself (further explained in Chapter One).
- A good imagination.
- Writing utensils and Paper.

That's all you'll need to play except for some other people, preferably between 2 and 6.

WHAT IS ROLEPLAYING?

Just in case your new to roleplaying, we'll just say a few words on the topic. We encourage even experienced roleplayers to read this, for you never know what you might pick up.

Roleplaying is similar to improvisational acting. When improvising you are given a character and a situation to build on with no preparation. When roleplaying you create a character and are given a situation to build on with no preparation.

Roleplaying also differs in that all the action takes place in your head (using some dice) rather than actual live action. Imagination is the key to roleplaying.

When you roleplay, you play a character similar to a character in a novel whom you get to create within certain guidelines (a.k.a. game rules). One person is in charge of all other factors and does not play a character. This person is kind of like an author and is usually called the Gamemaster in most games.

Another way to look at roleplaying is in terms of make-believe. Most people have played games of make-believe when they were children. Roleplaying is make-believe with rules.

An important aspect of roleplaying is dice. Dice are used in most roleplaying games and simulate chance. There are a variety of polyhedron dice available, and each simulates a greater spread and different chances of success and failure.

That's it in a nutshell. You should have a pretty good idea of what's going on if you didn't already. Good Luck.

WHO AM I?

There are two types of players in *Shattered Dreams*: what we call players who control characters, and what we call a Gamemaster who controls the world, situations, and anybody else the players meet.

Players are folks who create and play characters. Characters are the "main characters", or in short anyone not controlled by the Gamemaster.

The Gamemaster is the one person in any group of players who guides the situation and plot, controls outside forces, and controls anyone or anything who the characters will meet and interact with. In short, the Gamemaster is the person in control of everything but the players.

WHY ROLEPLAY?

Shattered Dreams and roleplaying in general have a lot to offer. First, roleplaying has many educational and emotional uses. It enhances problem solving ability, creativity, quick thinking skills, acting skills, and more. As there really is no winner in roleplaying it helps enhance working within a group and cooperation. Roleplaying also allows you to blow off excess steam in a non-threatening, non-dangerous, and sometimes productive way. For more information on the pros of roleplaying, check your local library.

But, you really are not going to roleplay because it's good for you. You are going to roleplay because it's fun. You get to be someone else, be somewhere else, do things you would never do, and do things you could never do. You also are going to get away with things you could never do.

In short, the real purpose of roleplaying is to have fun. Don't get too serious, and don't take it too seriously. If you start to, take a break.

Also, remember to cooperate within your group. There is nothing worse than aggravating your friends by playing a difficult character who can't get along with anyone. Constant intra-group conflicts become trying very quickly.

DIE CONVENTIONS

Roleplaying games use a variety of different dice. These dice are referred to by how many sides they have. The different kinds of dice are as follows: four-sided, six-sided, eight-sided, ten-sided, twelve-sided, and twenty-sided. You should be able to buy a good set of dice at your local hobby store.

In rules, dice are referred to by special notations. Whenever a specific die is called for in the rules, it will have a "d" put in front of it. Thus, if a six-sided die is called for you will see "d6." Furthermore, the number of times the die should be rolled is tacked on in front of it. Thus, if you need to roll a six-sided die twice you will see "2d6." Normally multiple die rolls are added together.

There are three special cases that arise: the d2, d3, and the d100. Whenever a d2 is called for, just roll 1d6 and divide by 3. Whenever a d3 is called for, just roll 1d6 and divide by 2. But when a d100 is called it is a different story. The d100, also referred to as percentile dice, requires the roll of 2d10. Designate one as the "tens" place and one as the "ones" place and read it as a number between one and one hundred.

THE EMPHASIS ON ROLEPLAYING

Shattered Dreams holds a large emphasis on the roleplaying aspect of the game. Some games emphasize rules and charts instead. What this means is that Shattered Dreams places its emphasis on the essence of the game rather than in the letter of the game.

You'll notice when reading Shattered Dreams that not everything is spelled out in black and white. This is intentional, so that we can give you the opportunity to customize the rules and background if you are a Gamemaster, or customize the powers, skills, and backgrounds if you're a player. This sort of leeway facilitates roleplaying.

The down side of all this is the extra work involved. If you're a player, this means that you'll have to spend extra time defining details about your character and roleplaying those details during play. If you're a Gamemaster, this means extra preparatory time so you can produce a good game that facilitates this roleplaying atmosphere.

All in all, we feel that Shattered Dreams will provide an excellent roleplaying experience on all parts. Enjoy.



when i close my eyes
to go to sleep at night
they come to torment me
it is the nightmares right

they show me things
i should not see
and learn the limits
of my mind's frailty

my waking life
has lost its flare
in the face of
my nightly scare

i hold the gun
i'll soon be dead
anything to thwart
the shadowmen in my head



TRE '94

Into the Essence of Nightmares

THE NIGHTMARES

Dreams— an escape from reality for the common man and the source of inspiration for many an artist. Most of humankind cannot remember their dreams, yet without them we go mad. Our dreams are usually a pleasant escape, but sometimes they are dark and perverted. The nightmare is a thing all people fear.

People often wonder about the cause of nightmares. Stress, nervous tension, deep seated phobias, and trauma are all explanation offered for their existence. But no matter what the cause, the effects of the nightmare are constant: sleepless nights, nervous days, and after prolonged horror, insanity.

Many men claim to see recurring things in their nightmares, from a recurring face to a recurring creature. Researchers attribute these recurrences to something deep within the unconscious mind of the individual that is nearly impossible to probe. What if these recurring things are actually independent beings? What if they dwell within the sleeping minds of men?

The horror is just beginning.

THE UNIVERSAL SUBCONSCIOUS

Philosophers have theorized about the existence of a universal subconscious for centuries. The concept holds that the universal subconscious binds all human's minds together at a subconscious level. Some people seem to have a connection to each other, while others seems to be able to know impossible things. Both of these are workings of the universal subconscious.

The universal subconscious also links subconscious minds in dreams. Each dream inhabits its own pocket of the universal subconscious and dreams can be travelled between if one knows how.

THE DREAMWALKER

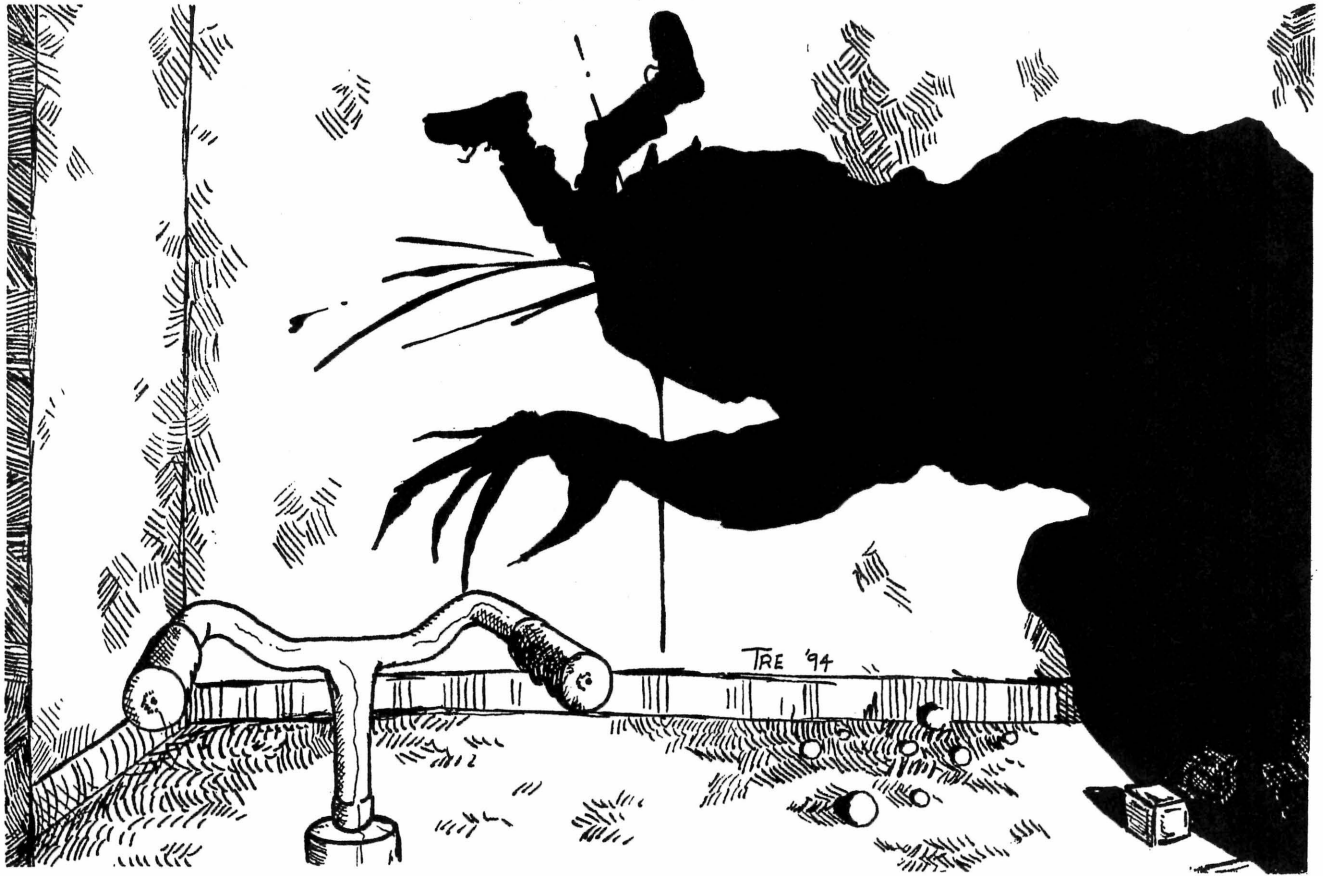
A person who has the psychic ability to enter another's dreaming mind is called a Dreamwalker. Similar to astral travel, the Dreamwalker's body remains inert and sleeping while the conscious mind or soul travels the universal subconscious. Thus, Dreamwalkers can pass from one dreaming mind to another.

Because the Dreamwalker is a conscious being within an unconscious mind, he is far from a passive observer. Dreamwalkers have a variety of feats at their disposal, from transforming their body to radiating raw emotion to molding the dream to their preference. In any mind, the Dreamwalker is a powerful presence.

Almost everyone has the capacity to Dreamwalk. The difficulty lies in realizing the power, accepting it, and using it. Approximately one out of every 50,000 people is an active Dreamwalker. Learning to Dreamwalk is best done individually by experimentation, for teaching a person how to use the power is virtually impossible.

ASPECTS

The powers that each Dreamwalker wields are derived from an "Aspect" of the mind. Dreamwalkers are influenced by one of three Aspects: the subconscious, the conscious, and the overconscious.



Each Aspect of the mind is structurally and functionally very different. The subconscious mind is that which deals with wild, erratic, irrational, and emotion thinking, while the conscious mind is that which deals with logical thought, analysis, planning, and organization. The overconscious mind deals with the whole of minds together and has the strongest connection to the whole of the universal subconscious.

The powers that Aspects grant Dreamwalkers follow accordingly. Dreamwalkers influenced by the subconscious attain a strong connection with dreams and wield raw, wild powers, while those influenced by the conscious mind invoke the powers of the logical mind to affect the non-reality of the dream. Powers that are connected to the universal subconscious itself are the domain of the overconscious.

By using their natural abilities, Dreamwalkers have pierced the disguise and discovered what truly lies behind the nightmares. What they found is more terrifying than any would have imagined.

THE HORROR

Dwelling within the dream world are several different beings whose purposes are malevolent to all humankind. Each have their own forms, methods, and goals, but one thing is for certain. They are behind the nightmares.

THE VACYGE

Also known as Shadowlords or Sanity Assassins, a force known as the Vacyge wars to drive humankind mad one by one. They enter a dream in groups and twist the victim's dreams into horrible perversions of reality to batter down their sanity.

Very little is known about the Vacyge. No one knows why they want to drive people mad. No one knows where they came from or how long they have been here. But once they are in a mind, the terror they create knows no bounds.

Normally, they appear as a normal Construct within a dream. When they do reveal their presence, they look like living shadows. More substantial than a shadow, a Vacyge stands taller than a person and a bit more slender, with wild "hair", no

facial features, glowing red eyes, and long claws. Even in true form, the Vacyge can inspire fear.

The Shroud

When the Vacyge enter a dreaming mind, a Shroud descends to isolate the mind from the universal subconscious. Because dreams are hugely and impossibly varied, the Shroud creates its own reality using the victim's mind as a template. Even in your mind the Vacyge are in their own element.

The Shroud then utilizes the victim's natural fears and the Vacyge's terrifying creativity to drive him over the brink and into the pits of stark raving madness.

A Dreamer is helpless to the Shroud's effects. A very real nightmare, the Shroud is only recognizable to an experienced Dreamwalker. Compared to most nightmares which are random and fragmented, the Shroud holds a much more calculated flow. Additionally, they are much more horrifying to behold.

Firmly embedded within the Shroud, the Vacyge can be difficult to find once they are hidden. They normally appear as something fitting to the nightmare but can be identified. Once they begin to truly scare the victim, the Vacyge enter the center of the conflict. Otherwise, their shadow remains relatively unconcealable. If a Dreamwalker looks carefully, a Vacyge shadow can belie their true form.

THE LIKAER

Also known as Puppet Masters, the Likaer enter a mind and tempt the victim. It begins simply with dreams of long time goals fulfilled but goes far beyond that. Soon they begin to dream of insane passions and unnatural acts of self-gratification.

Then the Likaer laugh as their carefully staged temptations begin to carry over into the real world.

As with all the Nightmares, little is known about the Likaer. They are believed to feed off of the raw emotions that result from their actions. Furthermore, they are the most difficult to drive out of mind, for their dreams are considered pleasant by the dreaming mind. Dream Constructs actively work to oppose Dreamwalkers fighting a Likaer. Additionally, the Likaer are believed to be solitary, unlike the Vacyge.

The Likaer appear as beautiful and *desirable* members of the opposite sex to the victim. Normally they wear little or no clothing in this guise. Their true form is very different. They are tall, thin humanoids with grotesque grins and strange coloring. The Likaer are not as physically terrifying as the Vacyge, but they are inhumanly manipulative and their grins are unnerving to even the steeliest of nerves.

THE KAIES

The Kaies, also known as Dreamleeches and Brain Eaters, are beings unlike any mentioned so far. Unlike the Vacyge

or the Likaer, the Kaies don't attempt to terrify or tempt the Dreamer; their goal is much simpler. They eat memories and leave the Dreamer a blank and mindless husk.

Within a dream, the Kaies bring up memories from the victim's mind. Then, one by one they begin to disassemble, destroy, and consume the memory. A Kaies dream becomes easy to recognize because of the stark reality of the memories. It is unknown whether or not they work together.

The Kaies remain carefully hidden within Constructs as the dream breaks apart. When mov-

Now I lay me down to sleep
I pray the Lord my soul to keep
If I should die before I wake
I pray the Lord my soul to take
Save me from the things of Hell
That seek inside my mind to dwell
Strengthen my hold on reality
In the face of adversity
And if it ever comes to pass
That madness pulls me down at last
I pray that there's a place for me
Away from all this misery

AMEN

ing from memory to memory or wandering the Interstices, the Kaies appear as insubstantial mists with indistinct yet disturbing features. Like the Vacyge, their true form inspires terror.

THE ILKUZAHN

The Ilkuzahn, also known as the Spawn, are a group of beings that are a threat to the real world from the dream world. They enter a dreaming mind and use it as a gateway to manifest in the real world, coming out only when the victim sleeps. Similar to the thing under the bed or the closet monster, the Ilkuzahn are nightmare beings brought into reality.

Why they come to this world is unknown. They come to kill, terrify, and wreak havoc as near as anyone can tell. Their passage into this world is marked by a floor hugging mist that runs through the dream to their exit, similar in principle to the silver cord that connects the astral body to the real body. The mist has no effect or power other than the basic significance that the Ilkuzahn are there. Even if discovered, the Ilkuzahn will not harm or allow the harming of their host.

The Ilkuzahn come in a variety of shapes and sizes. Their true form is hideous, but they can take on the guises of humans temporarily.

THE LAST STAND

Why do Dreamwalkers band together and fight the Nightmares? The answer is simple: Fear. Fear of the unknown. Fear of watching friends and loved ones die. Fear of losing the real world.

Fear that your mind could be next.

THE REALIZATION

There are four steps to the realization of Dreamwalker power that have been observed:

1. Lucid dreaming- the Dreamer takes control of his own dreams.
2. Memory- the Dreamer begins to remember all of his dreams, something uncommon among normal people.
3. Dreamwalking- the now Dreamwalker enters the dreams of others, most often people close to him. He begins to hear "You were in my dream last night..." and realizes that he shared the dream.
4. Contact- the Dreamwalker meets other Dreamwalkers. He begins to correspond and meet up in the dream world and now is certain that he is not crazy.

RECOGNITION

In order to fight the Nightmares, Dreamwalkers must cooperate and join forces. Using their powers, Dreamwalkers from across the globe can meet up in the dream world. But how do they recognize each other as what they are. Fortunately, their very nature lets them identify each other.

Dreamwalkers meet each other while wandering the dream world or the Interstices.

In the dream world, they notice another who seems to act independently unlike dream Constructs. Thus, contact is made. If they meet each other in the Interstices, the cracks between the pockets of the universal subconscious, they obviously know that each other is an independent being and contact is made.

Because of the danger, many bands of Dreamwalkers now live near each other so that they can protect their sleeping bodies. After all, there is safety in numbers.

"Miss Mary Mack Mack Mack
All dressed in black black black
with all the spikes spikes spikes
stuck in her back back back

And when she screamed screamed screamed
It was for fun fun fun
Her silver knives knives knives
Caused blood to run run run

Her final scream scream scream
Was for her pain pain pain
Because the worms worms worms
Ate out her brain brain brain."

- Childrens Jump Rope Song?

THE REAL WORLD

Being real people, Dreamwalkers have real lives too. They have to get up in the morning, act normally, and go to a real job. They have real lives, real interests, real friends, and real families.

It must be difficult to go out into an unknown world after a harrying night of trying to drive the Vacyge from your friends mind. Getting that paper work done seems kind of petty, doesn't it?

You wake up screaming at least one night a week. Your wife wants to seek professional help and the kids are scared of you now. A shrink won't help, will he.

THE GAME

As players you take on the role of Dreamwalkers in Shattered Dreams. You create who they are, their attributes and skills, pick Aspect and Aspect powers, and breathe life into them as characters.

Then, you get to try to stop the Nightmares.

MISTAKES

My feet flew clear out from under me, and I slid through the great pool of blood into the table. Bashing the crown of my head on the underside, I frantically scrambled for footing to keep running. They were behind me. They were still coming.

I was almost up when Eddie grabbed my arm and yanked me forward. I saw Crystal under his other arm, her face a rigid mask of fear. Eddie's was tense with concentration; he knew no fear.

Running for the kitchen door, they burst into the room. Crystal's parents. Mother was naked, smeared with blood, running like an animal, and cackling like only the insane can. Father, his face a mask of fury, was holding a bloody cleaver and staring with unblinking eyes. In his free hand he held a small girl's head and was shouting "It should have been you! It should have been you!"

Steered by Eddie's strong arm, we burst through the kitchen door and shot into an immense cement hallway. The mildewed pipes above were leaking blood and a bare bulb overhead provided the only light. The long shadows that spread down the hallway like creeping sickness conjured up more images of Them. Our footsteps echoed off the walls and were soon joined by others.

Turning just in time, something hit me square in the face. Lights shot through my head. Reflexively, I reached up to my face and caught whatever hit me. Staring into a small girl's eyes held wide with rigor mortis, I shrieked and fell, pushing the head away from me.

Eddie's shout of warning came just in time for me to cling to a wall as Mother charged by like a predator in the throes of bloodlust. Creeping through her guise was the shadow of its true form, while further back Father was still shouting at Crystal. Scrambling, I pumped my legs as hard as I could to catch up to Mother before she got to Eddie. Up ahead, Eddie dropped Crystal and turned to ready himself for her onslaught. Nearly within reach, I jumped to grab Mother's leg.



Before I even hit the floor, it sprung into action. Mother was gone, and in her place stood a seven foot tall thing made of solid shadow. It screamed as it leapt and brought its horrid claws to bear, ripping long gashes into Eddie's chest before he could register its movement. Blood seeping from his wound, Eddie roared in anger, backhanded it with a resounding crack, and readied himself for another swing. The thing didn't budge under his assault and deftly blocked his next blow. With a flash of its arm it was over; Eddie slumped to the floor in a sanguineous spray and the Vacyge stood holding his spine.

Somehow I bolted past the bloody thing and grabbed the fetal Crystal off the floor. My mind paralyzed with fear, I ran mindlessly through the maze of corridors that ensued. I could hear Them still following.

Soon I found what I needed. Up ahead, the floor was shifting and rippling like a billowing curtain. Not slowing down I tried to pierce the shroud and a staircase leading down appeared. Without hesitating I jumped over the railing with Crystal in tow. The instant I leapt onto the stairs all went black and I emerged into the Interstices. There I was floating in its swirling calm chaos, alive and alone. There was no Crystal in sight.

A wail of anguish erupted from my lungs as I realized my mistake. No one can leave their own dreams, not even a Dreamwalker. The dream pocket that was Crystal's faded in front of me as she woke up and I could only hope that it was a sign of her returning sanity. Turning, I rushed back to my body. I woke up in the cool darkness of my room and looked over at the clock. The red LCD display flashed two in the morning. Praying to God that Crystal was safe, I hastily got up and dressed myself.

Twenty minutes later I pulled into Crystal's driveway. Frantically I searched the house for a light. Not finding one I ran to the door and knocked. Through the picture window bright white flooded out as the bedroom light went on, then the hall light, and then the living room lights. I saw Crystal peek around the corner; she looked haggard and dragged out as if she hadn't slept for weeks. Furtively, she came to the door. The outside light flipped on and I winced, blinded by its sudden glare. The door unlocked with a click and opened a sliver. Instantly it flung open and Crystal fell weeping into my arms. Gripping me

tightly she sobbed and sobbed. I held her and started to walk her inside.

Entering the living room, I sat her down in a chair and wiped her red bloodshot eyes. She looked up and whimpered, "Why are they doing this to me?"

Sitting down on the couch across from her, I thanked God that she was okay. "I don't know. Nobody does." I said sighing.

Wrapping her arms around her, she shivered and got up. Wiping her eyes, she said "I need my bathrobe." She headed off toward the bedroom while I leaned back on the couch and closed my eyes. Eddie was dead; it killed him. Tears rolled down my face and I began to weep.

With the pad of slippered feet I heard Crystal coming back. Wiping my eyes, I looked up and stared in disbelief. Standing there was Crystal, pistol aimed at my chest with a macabre smile spread across her face, "Maybe I'm not as OK as we thought."



Chapter One:

Those who walk the Nightmares

Characters in Shattered Dreams are Dreamwalkers. Dreamwalkers are those people who are gifted with the ability to psychically enter another's dreaming mind.

Ever since the nightmares began, Dreamwalkers have fought to save the world's sanity. Only Dreamwalkers know the truth; only Dreamwalkers can stop the nightmares. They are humanities only hope. Now your character will take on this role and continue the fight.

ATTRIBUTES

The first step to creating a character for Shattered Dreams is to generate attributes. Characters have ten attributes that measure their levels of various mental and physical characteristics.

MENTAL ATTRIBUTES

A character's mental attributes are very important since he exists only as a mind in the dream world. There are six mental attributes:

Command is a measure of a character's will, as well as how well he deals with others.

Imagination is a measure of a character's creativity and inventiveness.

Intellect is a measure of a character's raw intelligence and education.

Perception is a measure of a character's sense acuity and alertness.

Sanity is not a measure of the character's level of sanity, but rather it is a measure of how easily a character's sanity is influenced. A character with a

high Sanity won't go insane as quickly as one with a low Sanity.

Stability is a measure of a character's force and consistency of personality and being. Stability is used in place of many physical attributes in a dream.

PHYSICAL ATTRIBUTES

Physical attributes are those that pertain strictly to his real body. There are four physical attributes:

Agility is a measure of a character's physical and manual dexterity and speed.

Attractiveness is a measure of a character's physical looks and appearance.

Endurance is a measure of a character's toughness, stamina, and health.

Strength is a measure of a character's raw physical power.

ROLLING THE BONES

There are two ways to determine your character's attributes:

- by rolling the bones randomly for each attribute
- by rolling the bones for a total and distributing the points among the attributes.

To roll the bones randomly, roll 2d6 and add them together to give your character a score between 2 and 12. A score of 2 indicates a deficiency or handicap in that attribute while a 12 indicates near perfection. Generate scores for each of the ten attributes in order.



TRE '94

To roll the bones for a total, roll 12d6 and add them all together. Assign these points to your character's mental attributes, the lowest being 2 and the highest being 12. Then roll another 8d6 and assign these points to your character's physical attributes, again the lowest being 2 and the highest being 12.

PICK ASPECT

A Dreamwalker's Aspect is the part of the mind from which the character draws the most power from or to which he has the most powerful connection. Aspects gift the character with certain powers and attribute bonuses. Right now we are concerned only with the attribute bonuses they confer.

There are three Aspects in Shattered Dreams: the subconscious, the conscious, and the overconscious. We will discuss more about Aspects later.

The subconscious is the part of the mind that is concerned with wild, erratic, irrational, and emotional thinking. Dreamwalkers who are of the subconscious Aspect are impulsive, fearless, and become fully immersed in the unreality of a dream. All subconscious powers are based on the Dreamwalker's Imagination attribute.

The subconscious Aspect confers the following bonuses: +1 Imagination, +3 Perception, +3 Stability.

The conscious is the part of the mind that is concerned with logical thought, analysis, planning, and organization. Dreamwalkers who have the conscious Aspect are logical, prepared, and can recognize the unreality of a dream for what it is. All conscious powers are based on the Dreamwalker's Intellect attribute.

The conscious Aspect confers the following bonuses: +2 Command, +2 Intellect, +1 Sanity, +1 Stability.

The overconscious is concerned with the whole of minds together and has the strongest connection with the whole of the universal subconscious. Dreamwalkers who have the overconscious Aspect tend to look at the whole picture and thinks of each situation on a wider scale. All overconscious powers are based on the Dreamwalker's Sanity attribute.

The overconscious Aspect confers the following bonuses: +1 Command, +1 Imagination, +3 Sanity, +2 Stability.

Once you've picked the proper Aspect for your character, add in the appropriate attribute bonuses. Each Dreamwalker can only have one Aspect. As you will learn later, it is a good idea to have characters representing each

Aspect within a group.

"A Dreamwalker's Aspect is a feeling, a connection, an intuition. You just know. It's in the way you act, the way you think, the way you dress, the way you talk. You don't just go up to another Dreamwalker and ask 'What Aspect are you?' You'll know before even seeing what power he wields."

-Christian A. Hilling

DERIVED ATTRIBUTES

Now that your character's attributes have been assigned and modified, there are six other derived attributes that must be determined.

Psyche represents how well a character can exert his force of mind, will, or spirit. Psyche is an expendable point total, used for Aspect powers within a dream.

To calculate a character's Psyche, simply add the Imagination and Sanity scores together.

Shock represents a character's resilience in the dream world. Each time a character is hurt or wounded in a dream, he takes points off of Shock.

To calculate a character's Shock, simply multiply Stability by two.

Health represents a character's resilience in the real world. Each time a character is hurt or wounded in the real world, he takes points off of Health.

To calculate a character's Health, simply add the Endurance and Strength scores together.

Insight represents the character's knowledge that the player may not hold. To determine both the experience of your character and his Insights, roll on the following table. Write the experience description under the Background section of the character sheet and the Insights under Derived Attributes. The Experience column indicates the amount of Experience that the character can bank or spend on the character due to his past exploits.



d12	Dreamwalker Experience	Insights	Experience
1	I'm a What?	0	0
2-4	So that's what its called...	1	2
5-7	Not New to the Scene	2	4
8-9	Been Around	3	6
10	I've Seen What's Out There	4	8
11	I've Fought What's Out There	5	10
12	I Know What's Out There	6	12

The different experience levels are as follows:

- **I'm a What?** indicates that the Dreamwalker has yet to truly discover what he is. He has use of only 10% of his Aspect powers and the GM will determine the rate at which the others appear and are learned.
- **So that's what its called...** indicated that the Dreamwalker has been out into the Interstices an possibly another's dreams. He has command over 50% of his Aspect powers and the GM will determine the rate at which the others appear.
- **Not New to the Scene** means that the character has done some Dreamwalking, but is by no means a master. He has full command over his Aspect powers.
- **Been Around** means that the character has been Dreamwalking the Interstices and the dream world for a time now. He has full command over his Aspect powers.
- **I've Seen What's Out There** indicates that the character has seen the Nightmares and perhaps has had a brief touch with one.
- **I've Fought What's Out There** indicates that the character has had a hostile encounter with a Nightmare.
- **I Know What's Out There** means that the character has had much contact with the Nightmares and perhaps has some knowledge of their ways.

Luck is very helpful tool to the Dreamwalker. Your Luck score is expressed terms of a die, and your random d12 roll determine your Luck on the following chart.

d12	Luck Score	Degree
1-2	1d2	Unlucky
3-9	1d4	Average Luck
10-11	1d6	Lucky
12	1d8	Really Lucky

Sanity is an expendable point track following your character's overall sanity. Whereas the Sanity attribute measures how easily their Sanity level changes, the Sanity derived attribute is actual their level of Sanity. Characters will lose and gain Sanity during the game, but this is the total that the character begins the game with. Each character begins the game with Sanity as determined by the chart above. Your Gamemaster will tell you more about the effects of Sanity.

d12	Sanity Level	Range	Score
1-2	Below Average	11-39	4d6+11
3-7	Average	40-74	5d6+40
8-10	Above Average	75-94	3d6+75
11-12	Strong Willed	95-100	1d4+95

SKILLS

Skills are the things a character can naturally do well or to which he has been trained. Skills are rated on a scale of 1 to 12, with 1 indicating the character has virtually no aptitude or understanding while a 12 indicates mastery of the skill.

Each character has his Intellect plus his Imagination all times 6 in points to buy skills with.

One restriction to skill points is that 20% must be spent on skills pertaining to the character's occupation. See the list of occupations after the skill section to determine which skill each occupation requires. If an occupation is not listed, and many aren't, determine between five and ten skill that pertain directly to that occupation. Then check with your Gamemaster to get her approval.

Another restriction is that a character can only have two skills that can start play above an 8. You can further increase skills through experience gained during play.

Each skill is linked to a specific attribute, the magnitude of which you'll learn more about when you read the Chapter Three. Within Shattered Dreams' system, the better score a character has in a specific attribute the better chances of success that character has with that given skill.

Some skills have restrictions or prerequisites. These will be listed under each individual skill and should be self-explanatory.

DREAM SKILLS VS. REAL SKILLS

Under Stability you will find skills listed as Dream skills and under Agility you will find skills listed as Real Skills. Because the realities of the dream and physical worlds are so much different, certain physical skills are going to be completely different but not mutually exclusive.

Simply put, every point you have in either a Dream or Real Skill corresponds to half that score (round down) in the complementary skill. So if you have a Real Fighting of 8, you have a Dream Fighting of 4. Likewise, if you have a Dream Acrobatics of 7, you have a Real Acrobatics of 3. You must then pick one of them as your primary skill; this one determines your default in the other skill. Any points that are added to your secondary skill now are added on to your default level.

Tim's character, Dirk, takes Dream Handgun at an 8 and thus has a Real Handgun at a 4. Dirk really only shoots guns in his dreams, so Tim picks Dream Handguns as his primary skill. If he chooses to add any more points to Real Handguns they would be added to a four.

"Now I break legs for a living. I don't get beat up too often. But the first time I tried throwin' a punch in a dream... fell flat on my ass. It's different when it's your mind fighting and not your body. Since then I've gotten a lot better."

-Staid Grizgo, Mafia Enforcer and Overconscious Dreamwalker

Once you are done creating your character these points are frozen and no further trickle down effects can be exploited through experience.

Tim chooses not to add any further points to his Real Handgun. Dirk starts play with an 8 in Dream Handgun and a 4 in Real Handgun. If Tim decided to raise Dirk's Dream Handgun to a 9 through Experience, his Real Handgun could not be effected. If would have to be raised separately through Experience.

Command Skills

Administration- The ability to make executive decisions and the knowledge of power structures.

Bargain- How to come to a mutually beneficial agreement over some item of dispute or interest.

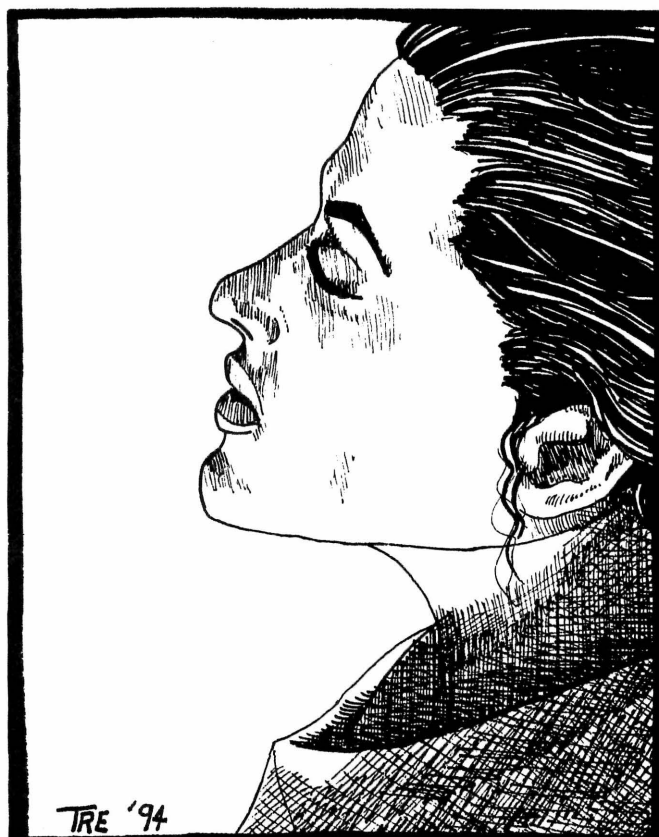
Bribe- How to give someone money to make them do what you want.

Camaraderie- The general ability to make small talk and fit it comfortably with any variety of people in social circles.

Charisma- The natural ability to be a powerful presence and to make people like you.

Coerce- How to make people do what you want or believe what you tell them.

Debate- The ability to hold a logical dispute with another person.



Diplomacy- How to talk affairs in a neutral manner while trying to further your goals.

Fast Talk- The ability to thoroughly confuse someone so you can get away with what ever you were trying to do.

Interrogate- The ability to gain information from an individual through questioning.

Interview- The ability to conduct a thorough interview and get answers. Must have at least 3 points in High School Education.

Intimidation- The ability to either physically or mentally intimidate an individual.

Leadership- The natural ability to take charge, organize, and command a group.

Lie- How to tell someone an untruth to their face, look like you mean it and believe it, and get them to believe it too.

Social Chameleon- How to adapt to any social situation and fit in.

Speech- The ability to deliver an organized, thought provoking, and sometimes persuasive oratory.

Teaching- How to show someone else something you know.

Imagination Skills

Acting- The ability to make people think that you

are someone else.

Advertising- The ability to make up effective sales plans and art for mass communication. Must have at least 3 points in College Education.

Art- The ability to paint, draw, sculpt, etc. Pick media for character.

Astrology- The knowledge of astrological signs and heavenly bodies. An Astrologist also drafts horoscopes.

Comedy- How to write and deliver material that makes people laugh.

Composition- The knowledge of both creative and analytical writing. Must have at least 3 points in College Education.

Cooking- The ability to make good food and new dishes to tantalize tastebuds everywhere.

Embezzling- The knowledge of how to skim money off of the top of any venture in which you are involved.

Fortune- The art of fortune telling by palmistry, tarot cards, etc. Pick type for character.

Intrigue- The knowledge of how to plot and scheme secretly and underhandedly and how to play the games that result.

Invention- The ability to come up with new and innovative things for a certain field. Pick field according to character's skills.

Music- The ability to write and read sheet music, and play a musical instrument. Pick instrument for character.

Philosophy- The knowledge of various internationally acknowledged theories of life and existence. Must have at least 3 points in College Education.

Records- The ability to keep and organize good records.

Singing- The ability to read music and carry a tune.

Storytelling- The art of verbally weaving a tale for an audience.

Theology- The knowledge of various internationally recognized religions. Must have at least 3 points in College Education.

Torture- How to cause pain without killing, usually to get information but sometimes for fun.

Intellect Skills

Agriculture- The knowledge of farming.

Animal Handling/Training- The ability to handle any sort of animal as well as train a specific type. Pick type of animal to train, such as domestic, wild, dangerous, etc.

Anthropology- The knowledge of people and

cultures worldwide. Must have at least 3 points in College Education.

Appraisal- The ability to ascertain the value and rarity of an object. Normally applies to saleable objects.

Archaeology- The knowledge of ancient civilizations and cultures. Must have at least 3 points in College Education.

Architecture- The ability to design buildings. Must have at least 3 points in College Education, Mathematics-Complex, and Physics.

Armorer/Gunsmith- The ability and knowledge of how to make and care for modern firearms and armor.

Astronomy- The knowledge of celestial bodies. Must have at least 3 points in College Education.

Astrophysics- The knowledge of celestial bodies and their physical laws. Must have at least 3 points in College Education, Mathematics-Theoretical, and Physics.

Bureaucracy- The knowledge of political structure, power, and red tape, as well as how to get around all of it.

Biochemistry- The knowledge of chemistry as it applies to living bodies. Must have at least 3 points in College Education, Biology, Chemistry, and Mathematics-Complex.

Biology- The knowledge of the scientific workings of life. Must have at least 3 points in High School Education.

Brewer- The ability to brew or distill alcoholic beverages.

Business- The knowledge of the basics of the business world, structure, money, etc. Must have at least 3 points in High School Education.

Chemistry- The knowledge of natural and synthetic elements and chemicals. Must have at least 3 points in High School Education.

College Education- The equivalent of a basic liberal arts college degree or some military service. Must have at least 3 points in High School Education to take.

Communications- The knowledge of various forms of mass communications. Must have at least 3 points in High School Education and must pick type of communications.

Computer Use- How to use a computer and basic applications. Must have at least 3 points in High School Education.

Computer Programming- How to program a computer and get it to do what you want. Must

have at least 3 points in High School Education and Computer Use.

Computer Diagnostics/Repair- How to fix computers when, not if, they do break down. Must have at least 3 points in High School Education.

Cryptography- The knowledge of codes and how to break them. Must have at least 3 points in College Education and Mathematics-Theoretical.

Deduce- The ability to draw logical conclusions from data.

Demolitions- The knowledge of explosives and the most effective ways to destroy inanimate structures. Must have at least 3 points in College Education.

Doctoral Medicine- The knowledge and the ability to practice general medicine and perform surgery. Must have at least 3 points in College Education, Biochemistry, and Physics.

Drugs- The knowledge of pharmaceuticals as well as street drugs. Must have at least 3 points in High School Education for basic street knowledge or 3 points in College Education to manufacture.

Ecology- The knowledge of the environment and the natural state of the world. Must have at least 3 points in High School Education.

Electronics- The knowledge of electronic devices and their basic workings. Must have at least 3 points in High School Education and in Mathematics-Simple.

Engineering- The knowledge of advanced technical creation and planning. Character must pick field and have at least 3 points in College Education and Mathematics-Complex and either Chemistry (Chemical), Electronics (Electrical), Mechanics (Mechanical), or Physics (Civil).

Etiquette- The knowledge of how to act in a particular social situation.

Finance- The knowledge of money and money management in the business world. Must have at least 3 points in College Education.

First Aid- The knowledge of basic medical techniques for minor wounds.

Forensics- The knowledge of police lab work. Must have at least 3 points in College Education and Chemistry.

Genetics- The knowledge of DNA and inheritance. Must have at least 3 points in College Education, Biochemistry, Mathematics-Complex, and Physics.

Geography- The knowledge of the land masses and features of the world.

Geology- The knowledge of rocks, minerals, and

land formations. Must have at least 3 points in College Education.

High School Education- The equivalent of a basic high school education or possibly some vocational training.

History- The knowledge of the past. Must have at least 3 points in High School Education.

Holdout- The ability to conceal things on one's person and have them remain hidden, possibly even in a search.

Hypnosis- The ability to put someone in a hypnotic state and probe memories or plant post-hypnotic suggestions. Must have at least 3 points in High School Education.

Journalism- The ability to write for mass communication. Must have at least 3 points in High School Education.

Language- Each time a character takes this skill they are proficient in another language besides their first language.

Law- The knowledge of law, how to enforce it, or how to get around it. Must have at least 3 points in College Education.

Laser Tech- The knowledge of the science of lasers. Must have at least 3 points in College Education, Chemistry, Mathematics-Complex, and Physics.

Linguistics- The science of languages. Must have at least 3 points in College Education.

Litigation- The knowledge of how to practice law within the system. Must have at least 3 points in College Education and Law.

Mathematics-Simple- The knowledge of math up through algebra. Must have at least 3 points in High School Education.

Mathematics-Complex- The knowledge of math up through most forms of calculus. Must have at least 3 points in College Education and Mathematics-Simple.

Mathematics-Theoretical- The knowledge of math up through all calculus and forms even higher, such as chaostician. Must have at least 3 points in College Education, Mathematics-Simple, and Mathematics-Complex.

Mechanics- The knowledge of basic mechanical devices and their workings. Must have at least 3 points in High School Education.

Medic- How to perform advanced emergency medical treatment. Must have at least 3 points in College Education.

Metallurgy/Material Sciences- The knowledge of the properties of various kinds of metals. Must

have at least 3 points in College Education.

Meteorology- The knowledge of weather patterns and forecasting. Must have at least 3 points in College Education.

Mining- The knowledge of setting up and operating a mine and mining techniques and equipment. Must have at least 3 points in High School Education.

Occult- The knowledge of the strange, unusual, and unknown.

Oceanography- The knowledge of the oceans, their features, their life, and their workings. Must have at least 3 points in College Education, Biology, and Chemistry.

Physics- The knowledge of the physical laws of the world. Must have at least 3 points in High School Education.

Pilot- The ability to pilot or drive various craft. Must have at least 3 points in High School or College Education, depending upon the vehicle.

Poisons- The knowledge of various poisons and their effectiveness, as well as where to get them. Must have at least 3 points in High School Education.

Police Procedures- The knowledge of how the police work and what they do in various situations.

Politics- How to bullshit, circle talk, look important, and get elected to a position of power.

Psychology- The knowledge of the workings of the human mind and thought processes. Must have at least 3 points in College Education.

Radiation Tech- The knowledge of radiation technology and its devices. Must have at least 3 points in College Education, Biochemistry, and Physics.

Repairs- The art of knowing how to fix common equipment and hardware.

Science (Other)- Each time this skill is taken, the character can pick a specific area of science in which he is educated. Must have at least 3 points in College Education and possibly other prerequisites based on similar sciences.

SCUBA- The ability to use self-contained underwater breathing apparatus.

Security- The knowledge of various security procedures and devices. Must have at least 3 points in High School Education.

Streetwise- The knowledge of how to act on the streets, as well as where the hot spots are and where to get what you want.

Stock Market- How to play the stock market game

and not lose money. Must have at least 3 points in College Education.

Tactics- The knowledge of advanced planning and on-the-spot decisions for coordinating combat actions. Must have at least 3 points in College Education.

Useless Trivia- The knowledge of useless facts pertaining to one area.

Veterinary Medicine- The knowledge of animal medicine. Must have at least 3 points in College Education, Biochemistry, Physics, and Zoology.

Zoology- The knowledge of animals and their biology. Must have at least 3 points in College Education and Biology.

Perception Skills

Alertness- The art of staying aware of your surroundings and picking up details.

Ambush- The knowledge of how to set up or spot an ambush.

Cartography- How to make and read maps. Must have at least 3 points in High School Education.

Current Events- The knowledge of current issues and events.

Detect Lie- How to tell if someone is lying to you.

Disguise- The ability to make people think that you look like someone else.

Empathy- How to tell a persons general emotional state.

Espionage- The fine art of spying on someone else, documents, etc. Must have at least 3 points in College Education.

Finding- Knowing where to look to find something. Also known as scrounging.

Forgery- The ability to duplicate signatures. When combined with Counterfeit, Forgery can be particularly useful.

Gambling- The knowledge of the basic games of gambling, the odds, how to bet, and how to cheat. Must have at least 3 points in Mathematics-Simple.

Imitation- The ability to mimic people or animals.

Intelligence- The art of gathering information through various channels. Must have at least 3 points in College Education.

Investigate- The art of gathering information through research.

Judge Character- How to guess what someone is really like.

Lip Reading- How to determine what someone is saying when you can't hear them but can see their lips moving.

Nightsight- How well can you see in the dark?

Outdoor Sports- The aptitude for various outdoor sports including hunting, fishing, camping, hiking, etc. Pick two types for the character.

Photography- How to take pictures and develop them or, in the case of videos, edit them. Pick either video or still photography. Must have at least 3 points in High School Education.

Sabotage- The knowledge of how to destroy important equipment.

Stalk- The art of following someone, gathering info about them, and not being seen.

Surveillance- The knowledge of watching areas and surveillance equipment. Must have at least 3 points in College Education.

Track- How to follow someone by looking at where they've been.

Trapping- The knowledge of any variety of traps and how to set and disarm them.

Ventriloquism- How to throw your voice.

Stability Skills

Cool Under Stress- How to not break down under extreme stress.

Dream Acrobatics- The ability to perform tumbling maneuvers and feats of flexibility.

Dream Climbing- The ability to scale vertical surfaces.

Dream Dodge- The ability to get out of harm's way.

Dream Fighting- The art of hand to hand combat. Style of hand to hand include: Boxing, Martial Arts, Streetfighting, or Wrestling.

Dream Hide- The ability to conceal oneself.

Dream Stealth- The ability to move quietly so as not to make your presence known.

Dream Weapons- The knowledge of various types of weaponry use. Each time the skill is taken, pick one area of weaponry: Small Blades, Large Blades, Handguns, Longarms, Blunt Weapons, Archery, or another category that you have thought up.

Meditation- This skill allows the character to relax and fall into a trance. He can then enter the dream world within 1d4 minutes.

Agility Skills

Body Shaping- The ability to remain flexible and limber.

Carpentry- The ability to work with wood and build viable and useful objects.

Counterfeit- The knowledge and ability to replicate

currency and official documents.

Contortionist- The ability to twist your body into amazing configurations.

Crafts- How to make bric-a-bracs and knick-knacks.

Dance- The ability to dance in many different forms and styles.

Escape- How to get out of restraints, locked rooms, etc.

Lockpick- How to circumvent a variety of locking mechanisms.

Pilfer- The art of the five finger discount.

Pick Pocket- How to dip into someone's pocket, steal something, and not get caught.

Real Acrobatics- The ability to perform tumbling maneuvers and feats of flexibility.

Real Climbing- The ability to scale vertical surfaces.

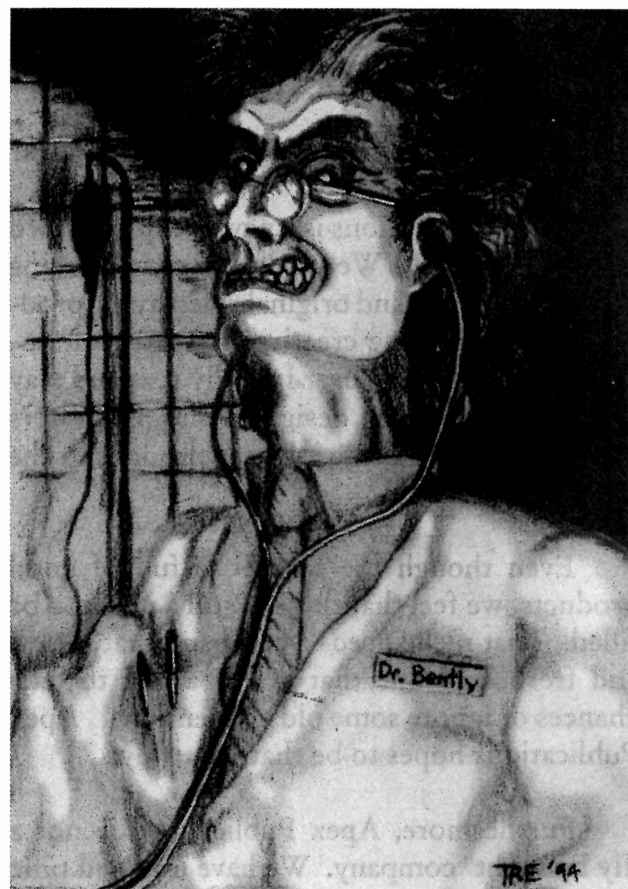
Real Dodge- The ability to get out of harm's way.

Real Fighting- The art of hand to hand combat. Style of hand to hand include: Boxing, Martial Arts, Streetfighting, or Wrestling.

Real Hide- The ability to conceal oneself.

Real Stealth- The ability to move quietly so as not to make your presence known.

Real Weapons- The knowledge of various types of



weaponry use. Each time the skill is taken, pick one area of weaponry: Small Blades, Large Blades, Handguns, Longarms, Blunt Weapons, Archery, or another category that you have thought up.

Sewing- The ability to make and repair good clothing, drapes, etc.

Sleight of Hand- The art of simple illusion magic.

Sports- The ability to play any one agility based sport, such as gymnastics, soccer, basketball, etc.

Attractiveness Skills

Body Shaping- The ability to use exercise to make your body firm and healthy.

Fashion- The knowledge of fashion and how to pick and wear clothing that looks good.

Personal Hygiene- How to take care of yourself, look healthy, and make yourself up nice.

Presence- The art of playing up your looks and drawing attention to yourself.

Seduction- The ability to attract the opposite sex.

Endurance Skills

Body Shaping- The capacity for aerobic exercise and extended periods of strenuous activity.

Breath Control- The ability to hold your breath for long periods of time or keep your breathing regulated.

Outdoor Survival- How to "rough it."

Resist Drugs- How to delay the onset of drug effects for as long as possible.

Resist Pain- How not to let pain impede your progress.

Resist Torture- How to hold out from giving out valuable information during torture.

Swimming- The ability to stay afloat and mobile in the water.

Sports- The ability to play any one endurance based sport, such as rugby, football, etc.

Strength Skills

Blacksmith- The ability to forge metal.

Body Shaping- How to tone your musculature.

Metalworking- The ability to weld and form metal.

Stoneworking- The ability to cut and shape stone.

THE OCCUPATION CHART

You can pick your character's occupation, but sometimes it is just simpler and more fair to randomly determine your occupation. Roll once on the Occupation table below. It will tell you your character's basic occupational level and his wealth.

You can then decide what his exact occupation is, possibly referring to the sample occupations below. The Wealth Class chart appears on page 45.

d12	Occupation	Wealth Class
1	Bum	N
2	Criminal	V
3-4	Menial Laborer	P
5-6	Vocational, including Military	L
7-8	Professional- Roll 1d12: 1-4 is Lower Professional 5-8 is Middle Professional 9-12 is Upper Professional	Low-C Med-A Upp-R
9	Student	P
10	Artist	V
11	Entrepreneur	V
12	Idle Rich	FR

Some Sample Occupations

Here are some sample occupations listed with their pertinent skills and occupational level corresponding to the Occupation chart.

Artist (Artist)

•Alertness

Any of the below, depending upon the artist:

- Acting
- Art
- College Education
- Composition
- Computer Use
- Dance
- High School Education
- Metalworking
- Music
- Photography
- Singing
- Stoneworking
- Storytelling

Athlete (Any Professional Level, Student, or even Idle Rich)

- Alertness
- Breath Control
- College Education
- High School Education
- Sports

Attorney (Medium to Upper Professional)

- Bargain
- Coerce
- College Education
- Etiquette (Courtroom)
- High School Education
- Interrogate
- Law
- Litigation
- Records
- Speech

Bum (Bum)

- Finding
- Outdoor Survival
- Real Hide

Businessman (Lower Echelon is Lower Professional, Middle Management is Middle Professional, and Upper Management is Upper Professional)

- Administration (Middle and Upper Management only)
- Advertising
- Bargain
- Bureaucracy (Middle and Upper Management only)
- Business
- College Education
- Finance
- High School Education
- Leadership (Middle and Upper Management only)
- Any skills appropriate to specific business venture.

Butler (Menial)

- Alertness
- Camaraderie
- Cool Under Stress
- Empathy
- Etiquette
- Finding
- Personal Hygiene
- Pilot (Cars)

Computer Programmer (Lower to Upper Professional)

- College Education
- Computer Use
- Computer Programming
- Deduce
- High School Education
- Mathematics-Simple

• Mathematics-Complex

Construction Worker (Menial)

- High School Education
- Metalworking
- Pilot (Heavy Machinery)
- Resist Pain
- Stoneworking

Criminal (Criminal)

- Fast Talk
- High School Education
- Streetwise

At least 3 of the following skills:

- Appraisal
- Counterfeit
- Drugs
- Forgery
- Lockpick
- Pilfer
- Pickpocket
- Real Hide
- Real Stealth

Detective- Police or Private (Low Professional)

- Alertness
- Bureaucracy
- Coerce
- College Education
- Computer Use
- Deduce
- Detect Lie
- Disguise (Private)
- Drugs
- Empathy
- Espionage (Private)
- Finding
- Forensics (Police)
- High School Education
- Holdout (Private)
- Intelligence
- Interrogate
- Investigate
- Law
- Leadership (Police)
- Lockpick (Private)
- Photography (Private)
- Real Fighting (Police)
- Real Handguns
- Real Hide (Private)
- Real Longarms (Police)
- Real Stealth (Private)

- Social Chameleon (Private)
- Stalk
- Track (Police)

Doctor (Upper Professional)

- Biochemistry
- Biology
- College Education
- Chemistry
- Doctoral Medicine
- Drugs
- High School Education
- Leadership
- Mathematics-Simple
- Mathematics-Complex
- Physics

Engineer (Low to Medium Professional)

- Art (Drafting)
- College Education
- Computer Use
- Engineering
- Either Chemistry, Electronics, Mechanics, or Physics
- High School Education
- Mathematics-Simple
- Mathematics-Complex

Entrepreneur (Entrepreneur)

- Administration
- Advertising
- Bargain
- Bureaucracy
- Business
- College Education
- Finance
- High School Education
- Leadership
- Any skills appropriate to specific business venture.

Farmer (Vocational)

- Bargain
- Agriculture
- Outdoor Sports

Government Agent (Medium to Upper Professional)

- Administration
- Alertness
- Bureaucracy
- Coerce

- College Education
- High School Education
- Interview
- Interrogate
- Investigate
- Leadership
- Law
- Real Weaponry-Handguns
- Real Weaponry-Longarms
- Real Fighting
- Security
- Any skill specific to agency: Drugs, Disguise (DEA), Intelligence, Surveillance (CIA) Forensics, Chemistry (Forensics team) etc.

Idle Rich (Idle Rich)

- Any kind of skills they want.

Journalist (Low to Medium Professional)

- Alertness
- College Education
- Computer Use
- Current Events
- Detect Lie
- High School Education
- Interview
- Journalism
- Photography (Optional)
- Speech

Mechanic (Vocational)

- Bargain
- Computer Use
- Electronics
- High School Education
- Mathematics-Simple
- Mechanics
- Metalworking

Psychologist (Low to Medium Professional)

- Alertness
- Camaraderie
- Charisma
- College Education
- Computer Use
- Detect Lie
- Empathy
- High School Education
- Hypnosis
- Interview
- Judge Character
- Psychology

- Records

Religious Authority (Minister, Priest, Rabbi, etc.)

(Low Professional)

- College Education
- Charisma
- High School Education
- Language (Depends on Religion)
- Leadership
- Speech
- Theology

Server (Menial)

- Alertness
- Camaraderie (Waitstaff, Bellhops, etc.)
- Cooking (Cooks)
- Cool Under Stress
- Etiquette (Waitstaff, Bellhops, etc.)
- Personal Hygiene

Student (Student)

- High School Education
- All else is completely variable, depending upon the chosen field of study. Choose at least another 4 skills relating to the character's chosen field.

Teacher (Low to Medium Professional)

- College Education
- High School Education
- Speech
- Teaching
- Any other skills related to primary topic of teaching

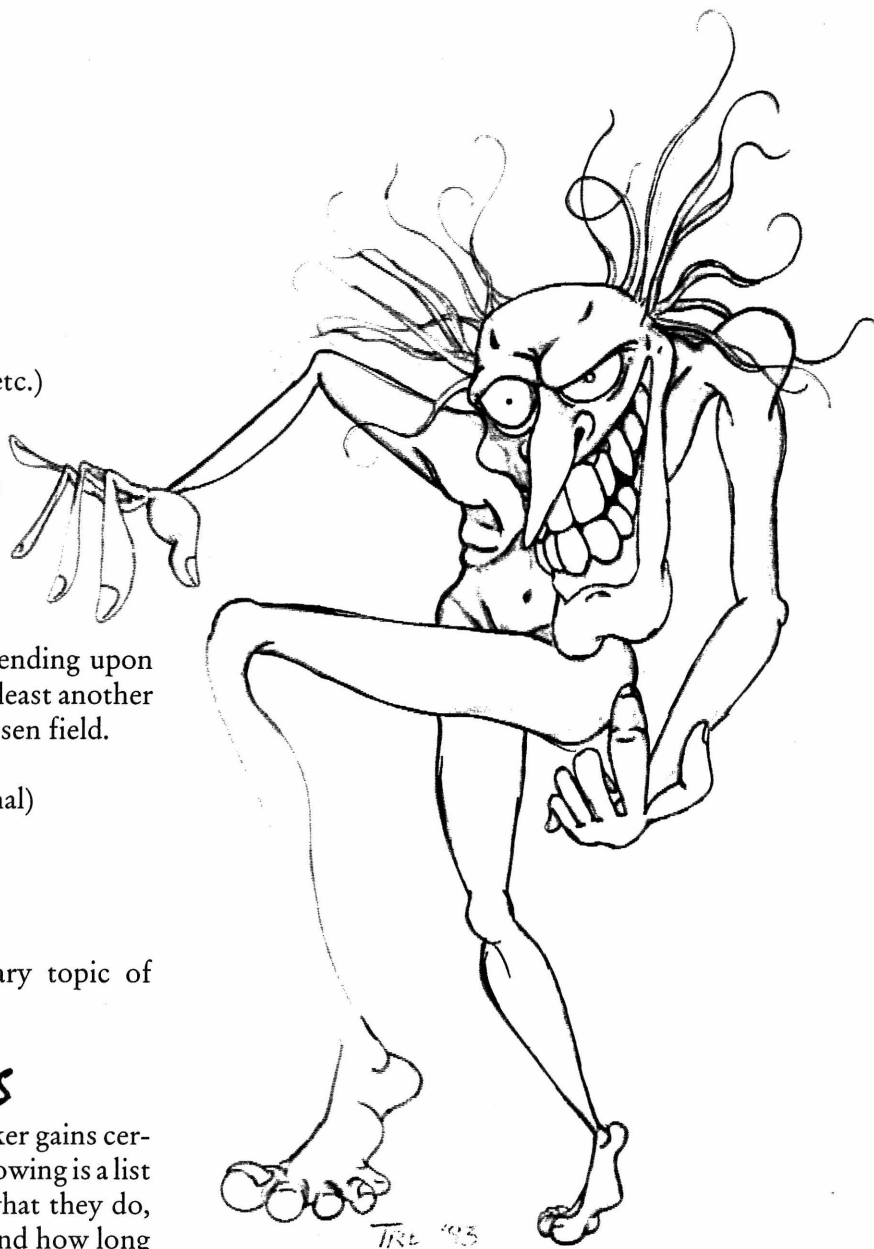
ASPECT POWERS

As was said before, a Dreamwalker gains certain powers based on his Aspect. Following is a list of those powers, an explanation of what they do, how much Psyche they cost to use, and how long they last.

A Dreamwalker has a number of points to allocate among powers equal to his Psyche score. Aspect powers use a 1 to 12 score system like skills.

Power checks are made using the Power score and the appropriate Attribute based on the character's Aspect:

- Subconscious powers are based on Imagination
- Conscious powers are based on Intellect
- Overconscious powers are based on Sanity.



Some of the powers state their duration in "real" time. This means time to you as a player. Thus, when something lasts five minutes of real time, that power is in effect for five of your minutes. It's a good idea to wear a watch when you play. C'mon, we know that Mom gave you one and it's hiding in the back of your dresser drawer. It's time to dig it out.

THE SUBCONSCIOUS ASPECT

A Warm Place

A Subconscious Aspect Dreamwalker can create a temporary oasis within the horrid nightmare outside. Using A Warm Place, the Dreamwalker can create a 20 ft. radius zone of calm, soothing, and quiet scenery. A Warm Place cannot be used if the characters are interacting with Nightmares at all. A Warm Place negates all Fear effects, replenishes 1d2 Sanity, and generally calms everyone within.

A Warm Place costs 3 Psyche to use and lasts 1d6 minutes of real time. At the end of that period, the Dreamwalker can spend another 3 Psyche to extend the duration. The Sanity replenishment only works once per person per dream.

Anonymous

Using Anonymous, the Dreamwalker becomes integrated with the dream and will not be recognized as unusual by any Constructs or Nightmares. Dreamwalkers are inconspicuous when then enter a dream, but an Anonymous Dreamwalker becomes indistinguishable from the dream. He is effectively a Construct to any outside observers and will be treated as such. He does not change roles or change period; he simple is unnoticeable.

Anonymous costs 3 Psyche to use and lasts 10 minutes of real time unless he does something that positively identifies himself as a Dreamwalker. Once the duration is up, the Dreamwalker can spend another 3 Psyche to extend Anonymous another 10 minutes.

At A Glance

Since Dreamwalkers are a psychic presence, they can communicate without words at times. At A Glance allows the Dreamwalker to communicate short messages by simple eye contact alone. The

time required for the communication depends on its length; a couple of words takes only a few seconds, while a couple of sentences make take a few minutes.

At A Glance costs 1 Psyche and is instantaneous, but requires uninterrupted eye contact. All Dreamwalkers begin with At A Glance at a rating of 2.

Fortune

Because of their strong contact to the subconscious, a Dreamwalker with the Subconscious Aspect has the ability to mold the dream world to his slight advantage. In a given situation, a Dreamwalker using Fortune can mold one area to his advantage with each use, although he cannot create objects or influence Construct behavior. For example, a Vacyge is running for a door in a dream house and the Dreamwalker uses Fortune. Amazingly, the door is locked.

Fortune is only used to create minor effects, and costs 1 Psyche with each use.

Frenzy

Using Frenzy, the Dreamwalker completely loses control to raw hate and anger and explodes into a wild, uncontrollable, nearly mindless, and all too dangerous beast. He immediately doubles his Shock and doubles the number of attacks he can make in a turn. Any damage taken to these "temporary" extra Shock disappear when the Frenzy wears off, and only those wounds taken to "real" Shock remain. Caution, a Frenzied Dreamwalker will have difficulty differentiating between friend and foe.

Additionally, a Frenzied Dreamwalker can spend more Psyche to do extra damage. He can add up to four Psyche per attack that do extra damage on a one for one basis.

Frenzy costs 5 Psyche and lasts for 5 turns standard, but takes another 2 to wear off while the Dreamwalker stands panting and tense while slowly regaining control. Once the initial 5 turns is through, the Frenzied Dreamwalker can spend another 5 Psyche for another 5 turns of Frenzy.



Mimic

Once the Dreamwalker has observed a power used by a Nightmare, he can adapt and imitate that exact power for a limited time. The mimicked power acts just as the Nightmare power would, costs just as much Psyche, but only is usable for 1d6 turns. After that time, the Dreamwalker must observe the power in use again and attempt to Mimic again. If the power is one used by a powerful Nightmare, such as a Vacyge Captain, Mimic becomes a hard task. The Gamemaster will be the final judge of difficulty.

Mimic costs 4 Psyche to use, and the true forms of the Nightmares can be mimicked as well.

Neuron Leap

Using Neuron Leap, the Dreamwalker can create a Gate between dreaming minds. Neuron Leap also allows him to locate a specific mind and leap to it.

Neuron Leap allows the Dreamwalker to transfer any number of beings, and costs 1 Psyche per being using it.

Retribution

A Dreamwalker with Retribution can tap into the raw psychic energy of the subconscious mind. He can release this energy into a concentrated psychic blast. How the energy is released is up to each player: shoots out of hands, shoots out of eyes, released as a scream, etc. Retribution is a cone 20 ft. long with a 10 ft. wide base, which inflicts 2d10 Shock to anything in its path. Additionally, the Dreamwalker using Retribution takes 1d4 Shock as the raw energy rips from his body.

Retribution costs 4 Psyche to use, but is usable only once a turn in combat.

Soul Blast

A Subconscious Aspect Dreamwalker has the ability to radiate a 50 foot radius blast of raw emotional energy. The Dreamwalker can only do this when he himself is experiencing intense emotion. If the Soul Blast succeeds, all beings affected now experience a heady flash of that intense emotion, causing them to do any variety of things depending upon the emotion. If Soul Blast is used as an action when the Dreamwalker is wounded, all

within the radius experience the same pain and take half of the amount of damage to Shock that the Dreamwalker did.

Soul Blast costs 5 Psyche to use and effects the targets for 1d6 turns, except for damage which is instantaneous. Soul Blast is usable only once a turn in combat.

The Wild

A Subconscious Aspect Dreamwalker has the ability to invoke the basic unreality of a dream. The Wild allows the Dreamwalker to create a random change in the dream, which may be for better or for worse. He has no idea or control over what happens, but then again neither do the nightmares. The effects of The Wild are only limited by the Gamemaster's imagination.

The Wild costs 2 Psyche each time it is used and is instantaneous.

Transformation

Transformation allows the Dreamwalker to change his psychic body. Psyche costs vary with the extent of the change. A basic Psyche cost table is included at the end of this section since all Dreamwalkers may Transform.

Without Fear

Using this power, the Dreamwalker can completely ignore all effects of Fear for the next five minutes of real time.

Without Fear costs 1 Psyche each time it is used and can be renewed once the duration is up.

CONSCIOUS ASPECT

At A Glance

Since the Dreamwalker is a psychic presence, they can communicate without words at times. At A Glance allows the Dreamwalker to communicate short messages by simple eye contact alone. The time required for the communication depends on its length; a couple of words takes only a few seconds, while a couple of sentences make take a few minutes.

At A Glance costs 1 Psyche and is instantaneous, but requires uninterrupted eye contact. All Dreamwalkers begin with At A Glance at a rating of 2.

Coordinate

Using Coordinate, the Dreamwalker can coordinate the actions of his fellows allowing them to eliminate any one failure on any one die during a specific course of action. This action must be definite and stated in order for Coordinate to take effect. Coordinate operates on a psychic level and needs no verbal command or visible action.

The Conscious Aspect Dreamwalker Coordinates two of his fellows to distract a couple of Vacyge and retreat into the Interstices. Coordinate would eliminate any one failure taken during that course of action, either distracting or retreating.

Coordinate costs 1 Psyche and multiple uses of Coordinate can be banked or stored up to a maximum of 10 total dice.

Know the Unreal

Using this power, the Dreamwalker can know when something is completely unreal and avoid the effects of any Fear results.

Know the Unreal costs 2 Psyche each time it is used and lasts for five minutes of real time. Know the Unreal can be renewed.

Mindfight

Using Mindfight, the Dreamwalker engages an opponent in a psychic battle of willpower. Once Mindfight is engaged, the two opponents are locked into battle and can take no other actions whatsoever. To determine your modifiers for Mindfight, consult the table below reading across for your Mindfight score and down for your opponent's Stability score. This will be your die modifier for all further Mindfight attempts with this opponent.

Once you have successfully engaged Mindfight, roll 1d12 plus or minus your modifier versus your opponent who rolls a basic 1d12, plus a modifier if he has Mindfight. In order to win, a side must win two consecutive tests. Whichever side loses the fight takes 1d4 Shock damage that turn and the winning side can choose to continue or break off the fight.

Mindfight drains 1 Psyche from both opponents each turn it is in use. If one opponent is reduced to 0 Psyche before the Mindfight is won,

that opponent is rendered helpless to the fight and now takes 1d4 Shock per turn until the opponent chooses to break off the Mindfight or he dies, whichever comes first. Note that while Mindfighting, both sides are rendered immobile and cannot act in any way.

Power vs. Stability	1-2	3-4	5-6	7-8	9-10	11-12
1-2	-	+1	+2	+3	+4	+5
3-4	-1	-	+1	+2	+3	+4
5-6	-2	-1	-	+1	+2	+3
7-8	-3	-2	-1	-	+1	+2
9-10	-4	-3	-2	-1	-	+1
11-12	-5	-4	-3	-2	-1	-
13-14	-6	-5	-4	-3	-2	-1
15-16	-7	-6	-5	-4	-3	-2

Mold

This power allows the Dreamwalker to invoke the conscious mind to mold parts of the dream to his liking. Unlike Fortune, Mold allows the Dreamwalker to change major parts of the dream. For example, a Vacyge Soldier is hiding behind a door in a corridor filled with nothing but doors. If Mold succeeds, the Dreamwalker can slowly change all the doors into open archways. Mold is limited to the current dream scene.

Mold takes 2 turns to fully complete, and costs 5 Psyche each use.

Neuron Leap

Using Neuron Leap, the Dreamwalker can create a Gate between dreaming minds. Neuron Leap also allows him to locate a specific mind and leap to it.

Neuron Leap allows the Dreamwalker to transfer any number of beings, and costs 1 Psyche per being using it.

Nightmare Self

By using Nightmare Self, the Conscious Aspect Dreamwalker uses the conscious mind to create any number of minor impressive effects around and for himself. For example, he can walk through a wall to get to an opponent, rise up out of the floor or a wall, create a halo of power around himself, or anything else personal he can think of. Nightmare Self can be used as a combat tool, by creating such effects as electricity arcing off of his body, by dripping acid, immolation, spikes extending from his body, etc. In these cases, 1d6 damage can be caused with each hand to hand hit instead of the normal 1d2.

Nightmare Self only effects the Dreamwalker using it, and costs 3 Psyche and lasts five minutes of real time. Once the initial five minutes have run out, the Dreamwalker can renew Nightmare Self for another five minutes for another 3 Psyche.

Probability

This power allows the Dreamwalker to calculate all the possible outcomes and probabilities involved in a future course of action. Probability then causes an automatic success to occur on any

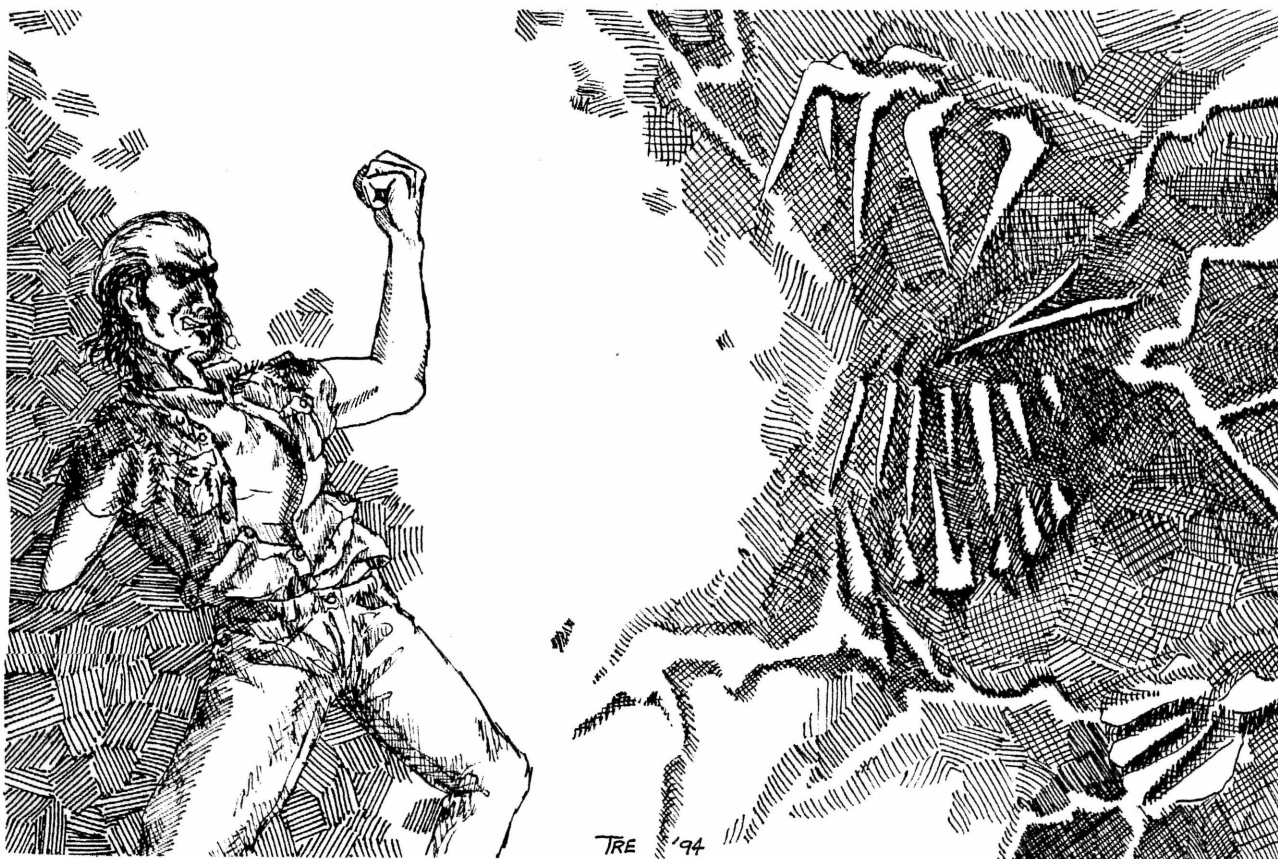
one die from the group during that course of action.

The Conscious Aspect Dreamwalker predicts that sometime during the dream a confrontation will occur. He then uses Probability to analyze all of the possible tactics that the Dreamwalker's could use and sets their most effective plan in action. When the Dreamwalkers find themselves in a fight, they will do as well as planned.

Probability costs 2 Psyche each time it is used and only lasts for the first turn of the Dreamwalker's course of action. Multiple uses of Probability can be banked for a specific situation, up to a maximum of five total dice.

Reality Check

A Conscious Aspect Dreamwalker has the ability to stop factors in a dream which blatantly defy the laws of reality. For example, a Construct suddenly turns into a hideous slaving undead beast which turns and spits acid at them. This could be any variety of people you might know, but it normally doesn't exist in reality. If the Reality





Check succeeds, the beast turns back to whatever he originally was.

The unfortunate side effect of the Reality Check is that it affects a 20 foot radius and does not differentiate between Construct, Nightmare, or Dreamwalker. Thus, any Dreamwalkers using a blatantly unreal power or in an unreal form are stymied as well and revert back their normal Construct dream form. Any Nightmare in true form is immediately thrown out of the sphere of effect or reverts to a Construct form, based on the Gamemaster's judgement.

Reality Check costs 5 Psyche to use and lasts for 1d12 turns in the fixed area it was originally triggered.

Rethink

Using Rethink, the Conscious Aspect Dreamwalker causes the target to hesitate and momentarily rethink its actions. This causes the target to lose all of its intentional actions that turn, although it can react and defend itself as usual.

Rethink costs 4 Psyche and is a hard task if the target has a Stability above 8.

Ruiner

A tool of simple destruction, Ruiner allows the Dreamwalker to destroy dream scenery. Anything inanimate within the path of Ruiner self-destructs and is ruined. Having a variety of uses, Ruiner creates a swathe of destruction 20 ft. wide by 30 ft. long. Targets within the path may take damage indirectly.

Ruiner costs 4 Psyche with each use.

Transformation

Transformation allows the Dreamwalker to change his psychic body. Psyche costs vary with the extent of the change. A basic Psyche cost table is included at the end of this section since all Dreamwalkers may Transform.

OVERCONSCIOUS POWERS

At A Glance

Since the Dreamwalker is a psychic presence, they can communicate without words at times. At A Glance allows the Dreamwalker to communicate

short messages by simple eye contact alone. The time required for the communication depends on its length; a couple of words takes only a few seconds, while a couple of sentences make take a few minutes.

At A Glance costs 1 Psyche and is instantaneous, but requires uninterrupted eye contact. All Dreamwalkers begin with At A Glance at a rating of 2.

Banish

Using Banish, the Dreamwalker can temporarily kick a Nightmare out of a dreaming mind. If the Nightmare has a Psyche score above 20 this becomes a hard task. If Banish succeeds, the Nightmares is kicked out of the dream pocket and remains stunned and disorientated for 1d12 turns. At the end of this time it is free to reenter the dream.

Banish costs 5 Psyche. If Banish fails it cannot be used on the same target for another 5 minutes of real time as the target is too firmly rooted in the dream. Against more powerful Nightmares, Banish is a hard task.

Closer

An Overconscious Aspect Dreamwalker can establish a weak psychic link with the rest of his fellows that allows them to all know where each other is located at any given time.

Similar to a homing beacon, Closer costs 1 Psyche per Dreamwalker linked and 2 more if the Dreamer is linked as well. Closer lasts for ten minutes of real time before it must be renewed. If the Dreamwalker scores an unexpected success, Closer miraculously brings all of the Dreamwalkers closer together geographically but costs an extra 1 Psyche per person.

Know Thine Enemy

Once meeting the Nightmares behind the nightmare, an Overconscious Aspect Dreamwalker can determine their presence within the dream. By "reading" the confidence level of the nightmare, the Dreamwalker can intuitively gain an idea of how powerful the presence is and in how much danger the victim and the Dreamwalkers face. Know Thine Enemy can only be used once the Nightmares are met face to face.

Know Thine Enemy costs 5 Psyche to use, and can only be used once the Dreamwalkers have a basic idea of the Nightmare presence.

Neuron Leap

Using Neuron Leap, the Dreamwalker can create a Gate between dreaming minds. Neuron Leap also allows him to locate a specific mind and leap to it.

Neuron Leap allows the Dreamwalker to transfer any number of beings, and costs 1 Psyche per being using it.

Pierce The Nightmare

This power allows the Dreamwalker to easily break open a portal in the Shroud or other Nightmare wall so that a group of Dreamwalkers can exit. Since the Nightmares make it very difficult to leave an infested dream, this power makes Overconscious Aspect Dreamwalkers very vital in any group. A rip in the nightmare appears as whatever is an appropriate exit within the scene it was created.

The Dreamwalkers are currently in a basement and must flee from the nightmare. The Overconscious Aspect Dreamwalker uses Pierce the Nightmare, rolls two successes, and a maintenance door appears leading out into the Interstices.

Piercing the Nightmare costs 2 Psyche to use, and the egress remains for one hour of real time.

Psycheleech

Psycheleech allows the Dreamwalker to draw Psyche from the universal subconscious and transfer it to himself or others. If a hole in the Shroud still exists the Dreamwalker can draw 3d6 points of Psyche each time it is used. If the hole has closed, the Dreamwalker can only draw from the mind he is in, drawing half that each use. When the mind is out of Psyche, he can draw no more power. This has no effect on the dreaming mind, since the mind is not a Dreamwalker and has no practical use for Psyche. Any Psyche points gained using Psycheleech can be transferred to other Dreamwalkers and these "temporary" points can exceed their normal Psyche levels.

Psycheleech can also be used to drain Psyche from a Nightmare or other Dreamwalker. This is

always a hard task and the target is allowed a Stability test to resist. If the test is successful, Psycheleech is resisted and the target loses no Psyche. If the test is failed, Psycheleech is successful and drains 1d10 points of Psyche from the target.

Any excess "temporary" Psyche bleeds off within 5 turns, so it is best to use it quickly. Psycheleech costs 3 Psyche to use.

Sanity Wall

By skimming a little bit of sanity from a multitude of minds in the universal subconscious, the Dreamwalker can create a temporary buffer of Sanity to aid the victim during a nightmare. This power can only be used if a hole in the Nightmare still exists and draws 1d12 of "temporary" Sanity points for use by the victim mind. Any points of Sanity destroyed for the mind during the nightmare are first taken off of this bank, with the rest going to the "real" Sanity of the mind.

Sanity Wall costs 4 Psyche to use. The skimming of Sanity from other minds produces no adverse effect on them as a whole. Sanity Wall can only be used once per mind per week since a mind cannot adjust to large quantities of artificial Sanity flooding into it.

Transformation

Transformation allows the Dreamwalker to change his psychic body. Psyche costs vary with the extent of the change. A basic Psyche cost table is included at the end of this section since all Dreamwalkers may Transform.

Unmask

An incredibly potent and useful power, Unveil can reveal the Nightmares as what they are. By creating a cone shaped blast 20 feet long and 10 feet long at the base, Unmask instantly causes any Nightmares to revert to their true form and stay that way for 1d6 turns. If Unmask is attempted and fails, then any Nightmares caught in the blast experience a "cold shiver" as the blast passes around them. This produces no visible effect, but the nightmares now know that something is unusual.

Unmask does not reveal the location or presence of the Dreamwalker directly, and costs 5 Psyche to use.



Unveil

Similar to Unmask, Unveil can reveal the Nightmares as what they are, but only to the Dreamwalker's eyes. Once a Construct is suspected of being a Nightmare, the Dreamwalker attempts Unveil. If Unveil is successful, the Overconscious Aspect Dreamwalker now knows if that Construct is a Nightmare or not.

Unveil costs 3 Psyche for each use, and touching the target lowers the difficulty of the task one level.

Voice of Command

The Dreamwalker can cause any target to obey his wishes using Voice of Command. If the target has a Stability above 8 this becomes a hard task. If the target has a Stability above 12, Voice of Command will not work. The target obeys any actions the Dreamwalker commands except for outright self-mutilation or self-destruction.

Voice of Command costs 3 Psyche each turn and must be rerolled each turn.

THE PSYCHIC BARRIER

Once the mind has been purged of the nightmares, the Dreamwalkers must attempt to dissuade them from coming back. Each Aspect of the mind bands together to erect what is called the Psychic Barrier. The Psychic Barrier creates an illusionary wall of unwavering sanity in the mind, which makes the target appear to be a victim who is not worth the effort.

In order to erect a Psychic Barrier, the mind must first be cleared of the Nightmares. Once this is done, one Dreamwalker from each Aspect must volunteer to help erect the Barrier. This costs 5 Psyche each for the Subconscious and Conscious Aspects and 10 Psyche for the Overconscious Aspect. No roll is required and the Barrier is erected. No character need to take this as an Aspect power; it is simply *something* they can all do. As far as anyone has been able to tell, a Psychic Barrier lasts indefinitely.

Erecting a Psychic Barrier does not guarantee that the Nightmares will not return. It merely provides the hope that they will move on to a "easier" target.

OBLIVION

There is a last ditch power that all Dreamwalkers can use. Oblivion requires that a ring of Dreamwalker, at least one of each Aspect, link hands and spend all of their remaining Psyche. A blinding psychic blast emanates from the ring, while anything within the ring is protected. Each point of Psyche spend correlates to one point of Shock damage and causes that damage to each target within a 50 ft. radius. The Dreamer must be within the circle or take damage as well and most likely die.

Once Oblivion has been used, the Dreamwalkers are left Psycheless and must wait the next two Psyche regeneration rotations before they can get any Psyche back.

Fritz, Christian, and Bill link hands to use Oblivion. The total Psyche they all have left is 48. Any and all beings within a 50 ft. radius take 48 Shock.

THE NECESSITY OF COOPERATION

First of all, the necessity of cooperation should be self-evident. Dreamwalkers are fighting an overwhelming force and fragmentation or disjunction would only be self-destructive.

More importantly, Aspect powers are complimentary. No two Aspects can perform the same powers and as a result rely on each other to form a whole deterrent unit. As you can tell by the Psychic Barrier alone, it is important to have one of each Aspect in a group. Because of the Aspects and their powers, a group needs to be tightly knit and work together if they want a chance to defeat the Nightmares.

WHOO-HOO, LOOK AT ME!

We told you we'd put the Psyche costs for Transformations at the end of this section. Here they are:

- Any cosmetic change to the character costs 1 Psyche.
- Any minor alteration to the character, such as longer arms, webbed hands, cat's eyes, claws, etc., costs 2 Psyche each time.
- Any major alteration to the character, such as

wings, extra limbs, etc., costs 3 Psyche.

- Any non-physical change in the character, such as wall-crawling, wingless flight, etc., costs 4 Psyche.
- Any overall change in the character's state, such as turning into a shadow, becoming insubstantial, etc., costs 5 Psyche.

There are some restrictions to Transformation. As a rule, Dreamwalkers cannot transform themselves or any part of their body into something that does not normally appear on an organic creature. They cannot form parts of their body into a hammer, for example.

Furthermore, Dreamwalkers cannot change their basic form, only parts of it. They cannot turn into a

lion or a banana, but they can grow claws or grow wings. The furthest stretch of this restriction are the 5 Psyche transformations. In these transformations, the Dreamwalker is changing his state but not his form. If he turns into a shadow it is a shadow that looks just like him, or if he becomes insubstantial he looks like a mist that looks just like him. With all transformations, check with your Gamemaster for their effects. Her approval is necessary to determine the possibility of any transformations in question.

Once transformed, the character stays in that form until he wants to change back. Transforming back to your original form costs no Psyche.

CUSTOMIZING YOUR CHARACTER

Once you are through determining attributes, picking skills, and picking Aspect powers, it is time to customize your character further.

There are four packages available to customize your character. They are:

- Raise any attribute by one point, to maximum of 15.
- Add an additional 8 skill points, to a maximum score in a skill of 12.
- Add an additional 2 points for Aspect powers, to a maximum power score of 12.
- Add an additional 4 points to Psyche, Shock,

"Head for the Maintenance rock!"

-Anonymous
Overconscious
Dreamwalker

Health, and/or Sanity.

You get to pick any two of the above packages to customize your character. A single package may be chosen twice for cumulative effects.

Note: increasing an attribute does not increase your derived attributes or skill points, nor does increasing your Psyche increase your Aspect power points. Your scores are fixed at this point, and no "spillover" effects are allowed. The extra points you spend from your customizing packages apply only to that specific area and do not effect any other area of your character.

ADDING FLESH

Now that most of the necessary game statistics are done for your character, let's go through and fill out the rest of the roleplaying information to flesh out your character.

You do have a copy of the character sheet, don't you? Shame on you. Go make one.

To assist you in adding flesh to your characters, we have included several charts for you to roll through. THESE CHARTS ARE STRICTLY OPTIONAL. If at any point you have an idea of what your character should be like in that area, feel free to pick or create your own results rather than rolling.

STEP ONE: BUILD

Build gives you a basic idea of what your character's physical build is like. Roll 1d12 on the following table and write the result in the Other Physical Characteristics section of the character sheet.

There are a few bonuses or penalties to your build roll depending upon your character's Strength and/or Endurance. Add one to your roll if your Strength or Endurance is above 9, or add two if both your Strength and Endurance are above 9. Subtract one to your roll if your Strength or Endurance is below 4, or subtract two if both your Strength and Endurance are above 4.

d12	Build
1	Scrawny
2	Thin
3-4	Wiry
5-7	Average
8-9	Solid
10	Broad
11	Stocky
12	Very Large

STEP TWO: PERSONALITY TRAITS

In this step you will generate two personality traits for your character to help you determine how he acts. Roll twice on the Personality Traits table, ignoring all conflicting results. e.g.) A character cannot be both introverted and extroverted or prejudiced and tolerant.

Once you have rolled your two personality traits, pick one trait as dominant and roll for the other's dominance. The Dominance table should explain their significance within the makeup of the character's overall personality. Then, write all of this information in the Personality section of the character sheet.

"Whoops! Looks like it's time for a lobotomy!"

"I just plugged her with about 300 cc's of Demarol. She's going to be floating for a while now."

- When Doctors go bad

1d100	Personality Trait
1-3	Amoral- Doesn't know right from wrong.
4-6	Cocky- Mouthy and self-assured.
7-9	Confident- Sure of abilities.
10-12	Conniving- "What's in it for me?"
13-15	Crazy- On the edge.
16-18	Driven- Insane internal drive for accomplishment.
19-21	Egotistical- Extremely overconfident.
22-24	Extroverted- A people person.
25-26	Fearless- Has no fear. Do not roll on the Fear table.
27-29	Grim- Always serious and never smiles.
30-32	Hateful- Mad at the world.
33-35	Intolerant- Has a very strict idea of what he likes. Roll twice on the Disinterest/Dislike table.
36-38	Introverted- Keeps to self.
39-41	Loner- Self-reliant.
42-44	Naive- Far too trusting.
45-47	Optimistic- Looks on the bright side.
48-50	Overcautious- Makes doubly certain of details before action.
51-53	Overconfident- Too certain of abilities.
54-56	Pleasant- Generally nice to all.
57-59	Prankster- Likes to play jokes on people.
60-62	Prejudiced- Has problems accepting those who are different. Roll twice on the Prejudice table.
63-65	Reckless- Acts before thinking.
66-68	Reliable- Gets the job done, a person you can count on.
69-71	Religious- Found a higher power.
72-74	Resilient- Stalwart, stays up through much punishment.
75-77	Respectable- A figure who actions speak for themselves.
78-80	Smart Alec- Always gets a word in edgewise and is sarcastic.
81-83	Tolerant- Can live with almost anybody. Don't roll on the Prejudice table.
84-86	Uncouth- Has no manners.
87-89	Underconfident- Little confidence in own abilities.
90-92	Unmotivated- No goals, no future; Lazy
93-95	Vain- Highly concerned about physical appearance and reputation.
96-97	Whiner- Complains just for the sake of it.
98-100	Worrier- Gets stressed out about minor things.

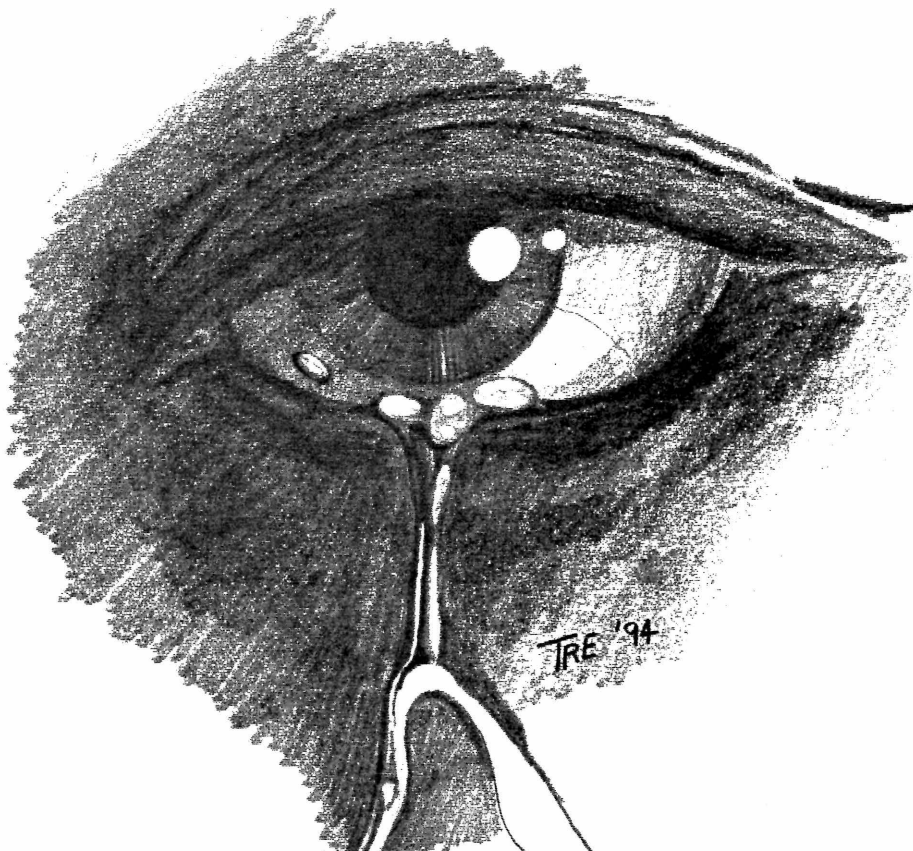
d12	Dominance of Trait
1-5	Passive- It's there but doesn't show through very often.
6-10	Active- The Trait is obvious.
11-12	Dominant- The Trait is a dominant part of the character's personality.

STEP THREE: LIKES AND DISLIKES

In this step we determines what the character likes or is interested in or what he doesn't like or is disinterested in. Roll once on each table for both Likes and Dislikes and their respective degrees, and record the results in the Personality section of the character sheet.

d12	Likes/Interests
1	Working
2	Playing
3	Money
4	Opposite Sex
5	Possessions
6	Different Experiences
7	Status
8	Power
9	Personal Well-Being
10	Family
11	Friends
12	Thrills

d12	Degree
1-6	Likes/Interested- The character wants or works toward it, but it is not overly important.
7-10	Passion- The character actively works to attain.
11-12	Obsession- It's virtually all the character thinks about.



d12	Dislikes/Disinterests
1	Working
2	Playing
3	Money
4	Opposite Sex
5	Possessions
6	Different Experiences
7	Self-Consciousness
8	Family
9	Friends
10	Hatred/Bigotry
11	Stupidity
12	Pompousness

d12	Degree
1-6	Dislikes/Disinterested- The character doesn't really want it and doesn't work toward it.
7-10	Passion- The character actively dislikes it.
11-12	Obsession- The character can't stand it.

STEP FOUR: PREJUDICES

Everybody has some sort of prejudice, so characters are no exception. Roll once for a prejudice and once for its degree. Record the results in the Personality section of the character sheet.

d12	Prejudices
1-2	Against a Different Race (Different Color, Religion, etc.)
3-4	Against the Opposite Sex (They are Inferior, Evil, etc.)
5-6	Against a Different Societal Status (The Rich, The Poor, etc.)
7-8	Against Those Too Active or Too Lazy (Pick One)
9-10	Against a Different Lifestyle (Thrillseekers, Homosexuals, etc.)
11-12	Against a Different Profession (Lawyers, Politicians, Waste Disposers, etc.)

d12	Degree of Prejudice
1-6	Mild- It exists, but isn't obvious and doesn't come up in regular conversation.
7-10	Observable- It exists and people know you have it. You do not go out of your way to slander the group, but drop remarks here and there.
11-12	Bigotry- You actively hate the group and go out of your way to slander the group.

STEP FIVE: FEARS

Almost everybody is afraid of something, so roll once on the Fear table and once for its degree. Record the results in the Personality section of the character sheet.

d12	Fears
1	Crowds
2	The Dark
3	Dead Things
4	Enclosed Spaces
5	Entrapment
6	Heights
7	Insects
8	Open Areas
9	Rejection
10	Technology
11	Water
12	Other- Pick one not listed

d12	Degree of Fear
1-6	Mild/Surpressable- The character is unnerved by the stimuli, but can suppress his fear.
7-10	Observable- It's obvious the character is afraid of the stimuli.
11-12	Chronic- The character goes into fits of fear.

STEP SIX: REALIZATION

Roll on the following two tables to find out a little about how and when your character knew he was a Dreamwalker.

d12	How Did You Learn to Dreamwalk
1-2	I Was Rescued by Dreamwalkers When the Nightmares Were in My Mind. The Power was Inborn and I Joined Them.
3-5	I Met Dreamwalkers When They Accidentally Entered My Dreams. The Power was Inborn and I Joined Them.
6-9	The Power was Inborn and I Honed My Skills all on my Own.
10-12	The Power Wasn't Inborn, But I Learned How to do it.

d12	When You Knew You Were A Dreamwalker
1	Just Now. Go back and reduce your Dreamwalker Experience to 0 Insights.
2-3	When I was a kid.
4-5	In High School.
6-9	After High School. eg) College, Training, In Career
10-12	In Professional Career.

STEP SEVEN: FAMILY

Now we know a little more about your character, let's find out a little more about those who are close to him.

- First, roll to see how close you are to your family as a whole.
- Second, roll to see the status of your parents.
- Third, roll to see how you get along with each of your parents.
- Fourth, roll to see how many siblings you have, their sexes, and their relative ages.
- Fifth, roll to see how you get along with each of your siblings.

When you are done, you can go back and roll up some information for your character's family using the tables we have already used. If you don't care to right now, don't worry about it. Record all of this information in the Background section of the character sheet.

1d100	Life Events
1-5	You had an experience with Nightmares before. For instance, you saw your lover ripped to shreds by an Ilkuzahn
6-10	You had a good relationship.
11-14	You had a bad relationship.
15-18	You had a fairly bad experience or were defeated in pursuit of a goal. For instance, someone of repectability telling you that you suck.
19-22	You're in love, and perhaps married.
23-27	You've had your heart broken. He/She crushed you like a grape
28-30	As a child you were the victim of a kidnapping. You were successfully rescued, but you still have the mental and possibly physical scars.
32-34	As a child you were the victim of incest or molestation. You still carry the scars, and if it was incest you obviously don't get along with that member of the family.
35-39	You witnessed a truly great or truly horrible event.
40-42	You were involved in an accident, and you may still have lasting injuries.
43-44	You came into a large sum of money at some point, be it through inheritance or lottery, etc. Increase your Wealth Class to Comfortable or by One Class, whichever is greater.
45-50	You had a good experience or acheived one of your goals. For instance, you were published.
51-52	One of your close friends committed suicide.
53-55	One of your close friends died in an accident.
56-57	One of your girlfriends/boyfriends or husband/wife died, by suicide or accident.
58-60	You lost a large sum of money, be it through speculation, divorce, gambling, etc. Decrease your Wealth Class by One Class.
61-65	Somehow, you broke the law and were arrested. It may or may not be serious and still on your record.
66-70	You've travelled. Add at least one language at 5, and you know quite a bit about the countries you've been to.
71-75	You attended a superior school. Add 10 points to your occupational skills.
76-80	You've always done a lot of reading and independent research. Add 10 more points worth of skills.
81-87	You've always had a knack for a particular skill. Pick one, two or three related skills and distribute 10 points among them.
88-97	Life changing event. For instance found or changed religion, new profession, new sexual preference.
98-100	Strange event that effected you, caused possibly by the Nightmares. For instance, you thought some vampyre•monsters came after you.

d12	How Close Are You?
1	You Are The Black Sheep As Far As They're Concerned
2-3	You Don't Get Along
4-6	You're Just Out Of Touch
7-9	You're In Touch
10-11	You're Close To Each Other
12	You're The Favorite As Far As They're Concerned

d12	Your Parents
1	Both Of Your Parents Are Dead Whatever The Cause
2	One Of Your Parents Died By Assault or Murder
3	One of Your Parents Died By Accident
4	One of Your Parents Died Of Natural Causes
5-12	Both Of Your Parents Are Still Alive

d12	Number Of Siblings
1-3	You Are An Only Child
4-6	One Sibling
7-8	Two Siblings
9-10	Three Siblings
11	Four Siblings
12	Five Or More Siblings
d12	Sex Of Siblings
1-6	Male
7-12	Female
d12	Relative Age Of Siblings
1-5	The Sibling is Older Than You
6-10	The Sibling is Younger Than You
11-12	Your Sibling is Your Twin

character. Again, you can go through and generate more information on these friends using the tables we've already used.

Four Things to do in Bed:

1. Eat
2. Sleep
3. Make Love
4. Dreamwalk

(Not necessarily in this order)

-excerpts from the
Dreamwalker's Guide

STEP EIGHT: FRIENDS

Roll on the following table to determine the number of close friends the character has, what sex they are, and how old they are relative to the



d12	Your Friends
1	You Are A Loner; You Have No Real Friends.
2-3	You Know Many People, But Are Friends With None.
4-5	You Are Magnetic; You Have Many Friends
6-7	You Have One Close Friend
8-9	You Have 2-3 Close Friends
10-11	You Have 4-5 Close Friends
12	You have 6-10 Close Friends
d12	Sex Of Friend
1-6	Male
7-12	Female
d12	Relative Age Of Friend
1-4	Your Friend is Older.
5-8	Your Friend is Younger.
9-12	Your Friend is the Same Age

STEP NINE: LIFE EVENTS

Everybody has important events happen in their life to shape who they are today. The Life Events table (on page 42) is provided to help you determine some of the things that have happened in your character's past. Roll once on the table for each ten years the character has lived, rounding up. e.g.) If Tim's character was 23, he'd roll three times on the Life Events Table. Please ignore any conflicting results.

STEP TEN: PERSONAL INFORMATION

There are a few other things on the character sheet that still need to be filled out.

Player's Name: You want to write your name here so the Gamemaster can keep track of whose character sheet is whose.

Character's Name: Put the character's real name here.

Aliases: Put any other names the character is known by, especially if he goes by alias in the dream world.

Nationality: What country does your character come from and what is his primary language?

Age: Fill in the character's age here. If your

character is really old or really young, he may suffer from reductions in attributes. When in doubt check with your Gamemaster. Also, old age may effect the existing status of parents and/or friends.
Eye and Hair Color: Fill in the character's eye and hair color here.

Sex: Is your character male or female?

Height & Weight: How tall and heavy is the character?

Other Physical Characteristics: Basically describe what your character looks like other than what's already been covered.

Personality: Describe how your character acts including some of his mannerisms and quirks of behavior. Some information has already been generated to cover this area, and it may be more than enough.

FINANCIAL INFORMATION

Occupation: What does the character do for money?

Wealth: Your character's wealth has already been determined by his occupation, so reference your Wealth Class based on your occupation.

Possessions: Your character's Wealth Class (see table on next page) covered most of the necessities, but go ahead and negotiate with the Gamemaster for anything else you may have that is worth something. If your character is rich, he'll probably have just about anything he wants. If he's poor, he won't have much of anything.

CHARACTER BACKGROUND/HISTORY

In the Background/History section, integrate all of the information generated throughout the Background Tables or the information that you have created into a story form. Don't just write down what you rolled; meld it into a readable biography. See the sample character below for an example.

GAME NOTES

The Game Notes section is used to record your character's Psyche Regeneration and Attacks (See Chapter Three), any details about the game you are in, and anything else appropriate to put on the character sheet.

SKETCH

Whether or not you have artistic talent, it is a good idea to have some sort of a sketch so that others have the same notion you do of what your character looks like.

That should be it for now. The next two chapters you'll have to read deal with the dream world and the system. The dream world chapter will tell you more about the environment of the game and the system chapter will tell you how the game works so you can pick your success numbers. Confused? Not for long.

EXAMPLE OF CHARACTER CREATION

AN IDEA

Matthew decides that he wants to make a Dreamwalker so he can play Shattered Dreams. He starts at the beginning.

ATTRIBUTES

Matthew decides that he will roll the bones for a total and assign them among his attributes. He rolls 12d6 for his Mental Attribute total. After rolling, he comes up with 44 points to allocate. He

assigns a 7 to Command, a 7 to Imagination, a 9 to Intellect, a 6 to Perception, a 6 to Sanity, and an 7 to Stability. Not too bad.

Now he rolls 8d6 for his Physical Attribute total. After rolling, he comes up with 25 points to allocate. He assigns a 6 to Agility, a 9 to Attractiveness, a 5 to Strength, and a 5 to Endurance. Good looking guy.

PICK ASPECT

Matthew figures that this character's Aspect is most likely from the conscious mind. As a result, he adds +2 to his Command for a total of 9, +2 to Intellect, for a total of 11, +1 to Sanity for a total of 7, and a +1 to Stability for a total of 8.

DERIVED ATTRIBUTES

Matthew now has to go through and determine all of his character's derived attributes.

Psyche is Imagination and Sanity added together, so his character has a 15 Psyche.

Shock is Stability times two, so his character has a 16 Shock.

Health is Endurance and Strength added together, so his character has a 10 Health.

Wealth Class	Title	Description
N	None	You are begging and scraping for anything you can get.
P	Poor	You get \$50/month free cash, have a small apartment, a cheap vehicle, and the basic necessities.
L	Living	You get \$100/month free cash, have an apartment or a small house, a vehicle, and the basic necessities.
C	Comfortable	You have \$500/month free cash, have a house or nice apartment, most likely two vehicles, and the necessities plus some good frivolous stuff.
A	Affluent	You have \$1000/month free cash, have a nice house or condo, several vehicles, and the necessities plus a lot frivolous stuff.
R	Rich	You have \$5000/month free cash, have a big house and possible a condo or two, very nice vehicles, and the necessities plus a lot frivolous stuff.
FR	Filthy Rich	You have virtually unlimited funds and many nice worldly possessions.
V	Variable	The occupations wealth is highly variable, so consult with your Gamemaster. She'll decide upon your wealth based on your character's background.

To determine Insight, he rolls on the Dream-walker Experience table. He rolls 1d12 and comes up with an 11: I've Fought What's Out There. He records this in his Background section and records his 5 Insights in the Derived Attributes section.

To determine Luck, he rolls on the Luck Score table. He rolls 1d12 and comes up with an 8: Average Luck. He records his 1d4 Luck score on his character sheet.

To determine his character's Sanity score, Matthew rolls on the Sanity table. He rolls a 6: Average Sanity. He then rolls 5d6+40 for his score and comes up with a total of 64.

SKILLS

It's time to pick skills for Matthew's character. Since his Intellect is an 11 and his Imagination is a 7, he has 108 points to spend on skills. But he has to spend 22 of those points on skills directly relating to his job as an advertising exec.

Matthew rolls on the Occupation table to determine his occupation. He rolls a 7: Professional, and rolls again. Rolling another 1d12, he rolls a 10: Upper Professional. Matthew determines that his character will be the Vice President of Marketing for a major corporation. Looking at the sample occupations, he sees that his character will require the following skills: Administration, Advertising, Bargain, Bureaucracy, Business, College Education, Finance, High School Education, Leadership, and any other appropriate skills to Marketing.

Now Matthew decides to go through and spend his 108 points. He takes the following skills: Administration at 5, Advertising at 9, Alertness at 6, Bargain at 5, Bureaucracy at 4, Business at 6, Charisma at 9, College Education at 7, Dream Dodge at 5, Dream Fighting at 5, Etiquette at 5, Fashion at 4, Finance at 5, High School Education at 5, Investigate at 6, Language (Japanese) at 4, Leadership at 6, Personal Hygiene at 4, and Real Handguns at 8. Because of his Real Handguns of 8, Dream Dodge of 5, and Dream Fighting of 5, he gains Dream Handguns of 4, Real Dodge of 2, and Real Fighting of 2.

ASPECT POWERS

Matthew gets to spend 15 points on his Conscious Aspect powers. He chooses Coordinate at 3, Mold at 5, Nightmare Self at 4, and Transformation at 3 plus his automatic At A Glance at 2.

CUSTOMIZING YOUR CHARACTER

Matthew reviews the packages, and decides to take two additional points for Aspect Powers and 4 additional points to Derived Attributes.

He adds his two points to Nightmare Self, increasing the score to a 6. He adds two of his points to Psyche and other two to Shock, making them 17 and 18 respectively.

ADDING FLESH

Matthew now needs to add roleplaying details about his character, so he starts at the top.

Step One: Build

He rolls 1d12 on the Build table and comes up with an 8: Solid.

Step Two: Personality Traits

Matthew makes two rolls on the Personality Traits table, and comes up with 23: Extroverted and 04: Cocky.

He chooses Extroverted to be the character's dominant trait and then rolls for Dominance for Cocky. It ends up being Passive.

Step Three: Likes and Dislikes

First, he rolls for a like and a degree to go with it, and comes up with a 1: Working and a 12: Obsessed. Matthew's character is a workaholic.

Second, he rolls for a dislike and a degree. He rolls an 8: Family and a 5: Dislikes. Matthew's character doesn't like his family or doesn't like the idea of having a family himself.

Step Four: Prejudices

Now Matthew rolls for a prejudice and a degree and comes up with a 12: Different Profession and an 11: Bigotry. Matthew's character actively despises politicians.

Step Five: Fears

Matthew rolls a 5: Entrapment, and rolls a degree of 4: Mild/Surpressable.

Step Six: Realization

Now Matthew must roll to find out a little about how and when his character knew he was a Dreamwalker.

He rolls on the When You Knew You Were A Dreamwalker table and comes up with a 9: After High School. He realized it during college.

Next he rolls on the How Did You Learn to Dreamwalk table and comes up with a 3. He met Dreamwalkers when they accidentally entered his dreams, but he was naturally born with the talent to Dreamwalk.

Step Seven: Family

First, Matthew rolls to see how close he is to his family as a whole. He rolls an 11: You're The Favorite As Far As They're Concerned. Obviously his dislike of family is against him having a family.



Second, he rolls to see that status of his parents, rolling a 12: Both Of Your Parents Are Still Alive.

Third, he rolls to see how well he gets along with each of his parents. He rolls and determines that he is out of touch with his mother and that he doesn't get along with his father. Obviously, the rest of his family really loves him but not his folks.

Fourth, he rolls for his siblings. He determines that he has a twin sister.

Fifth, he rolls to see how well he gets along with his twin. He doesn't.

Step Eight: Friends

Matthew now rolls to see how many close friends he has. He determines that he is magnetic and has many friends. He can create some of his closest later.

Step Nine: Life Events

Matthew determines that his character will be 27 years old and thus gets to roll three times on the Life Events table, coming up with a 67, 16, and an 81. He determines that he had a relationship that screwed his life up and that he has travelled extensively, possibly for his job, and adds 5 points to his Japanese skill. He also has a knack for getting along with people, so he adds 10 points to the skills Empathy and Camaraderie. He now has an Empathy of 5 and a Camaraderie of 5.

Step Ten: Real Information

Now Matthew goes through and fills out the rest of the blanks on his character sheet.

Player's Name: Matthew

Character's Name: Christian Aaron Hilling

Aliases: His friends don't get to call him Chris, and as a Dreamwalker he is called Gideon.

Nationality: British American

Age: 27

Eye Color: Dark Blue

Hair Color: Brown

Sex: Male

Height: 5' 11"

Weight: 155 lbs.

Other Physical Characteristics: Christian is well toned from regular exercise, he walks with a purpose,

and he has scar on abdomen from hernia operation.
Personality: Christian is generally a nice guy who speaks with proper English and has no bad habits. He is Extroverted (Dominant) and a bit Cocky (Passive). He tends to shy away from women as he still has a broken heart.

FINANCIAL INFORMATION

Day Job: Christian is a Junior Advertising Vice President with a major marketing corporation.

Wealth: As a result of his job, Christian is Rich.

Possessions: He has: A fashionable sports car, a mostly paid off nice home, nice home furnishings, a expensive wardrobe, a plethora of home electronics, and a handgun collection. Rich man.

CHARACTER BACKGROUND/HISTORY

Now Matthew fills in the rest of the details, incorporating all of the existing information generated above.

Christian was born in 1966 to Lawrence and Heather Hilling, a well to do Boston Family. He enjoyed soccer and lettered his first year in high school. Unfortunately, he came down with a hernia and had to have an operation. Complications occurred, and he was unable to play his sophomore and junior high school years. His talent had atrophied.

Entering Harvard a year early, Christian met the love of his life, a young lady by the name of Victoria Von Getz. After many months of pursuit, the two finally entered into a relationship. They got an apartment on campus together, were happy, and Christian maintained a 3.9 GPA. That is until Christian discovered that he was a Dreamwalker. In his dreams, he met two Dreamwalkers out of New York named Bram Farstein and Yvonne Redding. From there, he joined in the fight against the Nightmares while he slept. Victoria left after one too many nights of him waking up sweating, cold, unfeeling, and distant. In the face of the Nightmares this seemed minor, but it still nearly tore him in two. After graduation, he moved to New York to join Bram and Yvonne, also known as Vlad and Natasha, and got a job with a major marketing corporation. From there he has continued both to advance in his job and in his fight against the Nightmares.

Christian has never gotten on well with his parents or his twin sister Lydia. On the other hand, the rest of the family absolutely loves him.

Looking good. There's still a little more to do, but that's explained in the next chapter. Hopefully this example will help you in creating your characters.

EXPERIENCE

As your characters move along through their "lives," they learn more and get better at what they do. To simulate this, Shattered Dreams uses Experience which is awarded for actions during play and is used to better your character.

The Gamemaster knows how to award Experience, but you need to know how to spend it. Here's how:

TO RAISE AN ATTRIBUTE BY 1 POINT-

- To a 3 or 4 costs 4 Experience
- To a 5, 6, or 7 costs 8 Experience
- To a 8 or 9 costs 12 Experience
- To a 10 or 11 costs 16 Experience
- To a 12 costs 20 Experience

Normally, a character can only raise each attribute by only one point. If you want to raise your character's attributes by more than that one point, you must come up with a good and plausible explanation as to how it happens. Your Gamemaster will be the final word.

Scores above 12 are already superhuman and as a result cannot be raised any further.

For example, Tim has already raised his character's Strength from a 7 to an 8, but wants to raise it to a 9. He tells the Gamemaster that his character is going on a strict diet and is going on a weight training program. The Gamemaster accepts this and Tim can spend his Experience after his character has been weight training for a couple of months.

TO RAISE A SKILL BY 1 POINT-

- To a 2, 3, or 4 costs 1 Experience
- To a 5, 6, or 7 costs 2 Experience
- To a 8 or 9 costs 3 Experience
- To a 10 or 11 costs 4 Experience
- To a 12 costs 5 Experience

TO LEARN A NEW SKILL-

- Costs 5 Experience to gain a rating of 1, and requires teaching. The teacher must make 5 successful teaching rolls while instructing and must have a rating of at least 7 in the skill being taught.

Note: a skill must be practiced or studied in order for Experience to be used to raise it. The Gamemaster will have the final word.

TO RAISE AN ASPECT POWER BY 1 POINT-

- To a 2, 3, or 4 costs 2 Experience
- To a 5, 6, or 7 costs 4 Experience
- To a 8 or 9 costs 6 Experience
- To a 10 or 11 costs 8 Experience
- To a 12 costs 10 Experience

TO GAIN A PRACTICED EFFECT-

- Costs 4 Experience

A Practiced Effect is some part of an Aspect Power that you perform the same way all the time. As a result the difficulty whenever your character uses his Practiced Effect is lowered by one level. In order to gain a Practiced Effect the character must perform the effect regularly for at least three play sessions.

For example, Matthew's character regularly uses Nightmare Self to create an effect of lighting arcing over his body. After three play sessions, he spends his 4 Experience and now has the Lighting Arcs as a Practiced Effect for Nightmare Self.

TO RAISE A DERIVED ATTRIBUTE-

- To any point from 2 to 6 costs 1 Experience for 3 additional points.
- To any point from 7 to 12 costs 1 Experience for 2 additional points.
- To any point from 13 to 18 costs 1 Experience for 1 point.
- To any point from 19 to 24 costs 2 Experience for 1 point.
- To any point from 25 to 36 costs 3 Experience for 1 point.

Note: no derived attribute may be increased by more than 20% of its original score, rounding up. Moreover, you cannot cross the boundaries of Experience cost. If you were to spend 1 Experience

on a Shock score of 11, it would only raise to a 12 and the excess one point would be lost.

For example, Tim wants to raise his character's Psyche score. Initially, his character's Psyche is an 18 and therefore cannot be raised by more than 4 additional points. He has 4 Experience to spend, so increases his Psyche to a 19 using 2 Experience and to a 20 using another 2 Experience.

TO GAIN 1 MORE INSIGHT-

- 5 Experience each, with a maximum of 6.

There you have it. These rules are the sum total of what you'll need to know for improving your character through play.





Chapter Two: Where the Nightmares are

Christian's drive home from work was pleasant after another 14 hour day. His Porsche purred comfortably as he sped down the highway toward his home. Even though it was a long day at work, he wasn't tired. He couldn't be: there was more work to be done.

Pulling into his driveway five minutes later, Christian thumbed his door opener. After parking the Porsche he disarmed his security system and dropped his keys and briefcase at the desk. He walked over to the phone and found that the answering machine had messages. One from his mother, one from a somebody he'd met at the country club, and one from Bram. It said to meet in the usual place at eleven. Good.

Fixing himself dinner, Christian began to wonder about his companions. Bram was always agitated and paranoid and Yvonne was just plain overcautious. They kept claiming that it was all part of being Dreamwalkers and that if he had any sense he'd be the same way. But Christian always stayed calm, cool, and confident. Guess he just didn't have anything to worry about.

Christian finished his dinner and looked at the clock. 10:55 pm. Cutting it close. He rushed to the bedroom, flipped out the light, and flopped on the bed. Starting his breathing exercises, Christian began to concentrate on his rhythmic breathing and relaxation.

Soon he felt his body drifting off and immediately commanded his entry into the dream world.

The Interstices were as beautiful as they always were. The shifting chaos and dark landscape was perhaps one of the most calming scenes Christian had ever seen. In addition to the Interstices themselves, dark blotches dotted the landscape— dream pockets.

The dreaming universes of sleeping minds. Except for Christian's, where he stood in its place. He paused for one more moment to absorb the atmosphere and then it was time to move on. For as with all places of beauty, the Interstices were not without their dangers.

Christian envisioned Bram Farstein, a young Jew with glasses and a thin nose. He could hear Bram's voice, his laugh, and could picture his walk. Without trying,

he began to move or rather fly through the Interstices heading toward Bram's mind. Within minutes Bram's dream pocket appeared and Christian flew right up to it. Without hesitating he plunged right through the wall of the pocket and into Bram's dream. He entered a kitchen where several cooks and butlers were rushing around as if preparing a large meal. They took no notice of Christian as he was wearing a tuxedo. He followed a butler out of the kitchen and into the dining room. Inside was a large banquet table filled with guests. At the head sat Bram in a tuxedo and a monocle. He looked up. "Gideon! Come join us and eat."

"There's only one of them. Let's get it!"

-taken from a
deceased
Subconscious
Aspect
Dreamwalker

Christian walked down to where Bram sat. "Vlad, this food isn't real so why bother eating it."

Bram's face wrinkled in bewilderment. Sometimes Bram can take things far too seriously at times, thought Christian.

A ravishing brunette in a blue formal dress entered the room and turned the head of many guests. Bram bolted up and rushed over to greet her. He bowed to her and kissed her hand, "Natasha, my darling! I'm so glad you could make it. You look gorgeous this evening."

Christian just laughed. After all, Yvonne didn't look anything like that in real life. He walked over to the two. "I hate to break up this wonderful party, but we really do have more pressing matters."

Bram sighed. "Yes, I suppose so."

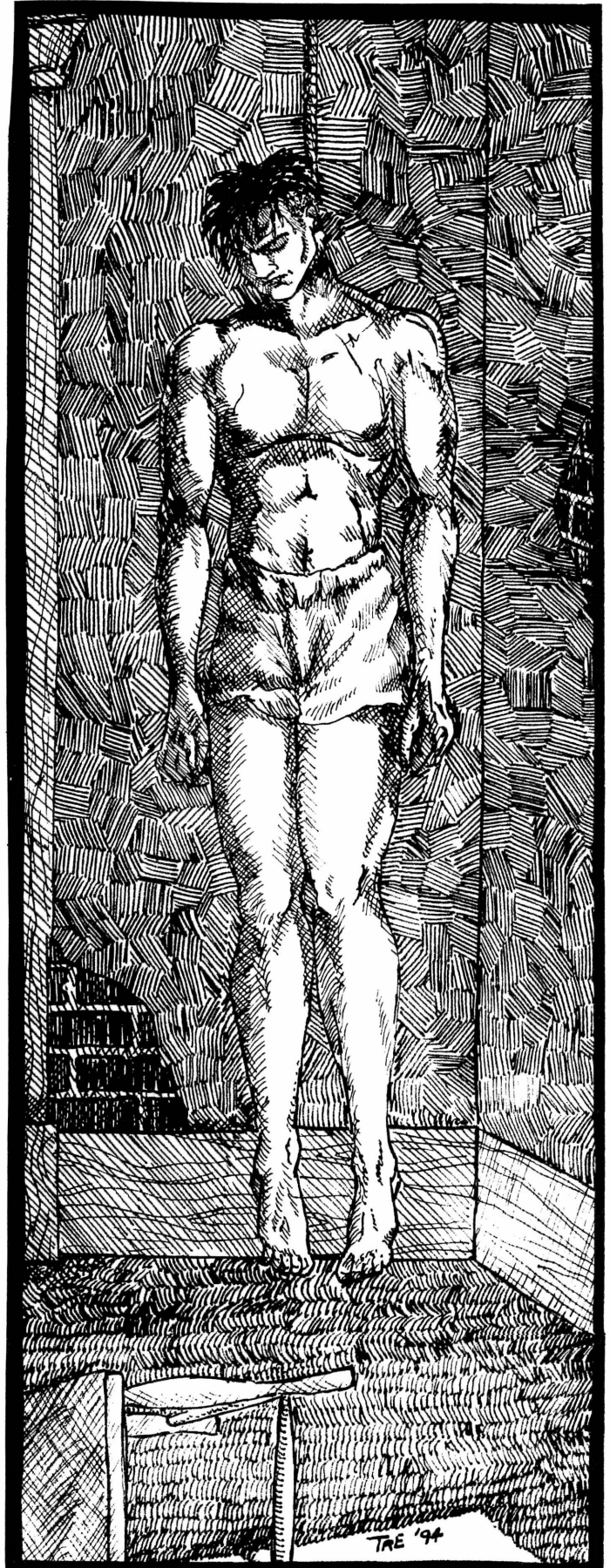
At that, they were thrown into the Interstices as Bram's dream pocket disappeared and his psychic body appeared. Christian turned to Yvonne. "What is the plan for this evening."

"Subject is one Adam Bulowski. Male Caucasian, approximately 25 years old. Graduate student in psychology. He is conducting his first behavioral experiments with people as part of his thesis. Rumor has it that his study started normally but had degraded into something strange. There are fewer and fewer volunteers and the pay continues to rise. Seems worth checking out. If he's dry there are others."

Christian nodded. "Excellent. Shall we?"

Yvonne threw something out into the Interstices. Ten feet away a glowing spiderweb appeared and opened up a dark portal in the Interstices. Bram was the first through, then Christian, and finally Yvonne. They emerged outside the dream pocket that was Adam Bulowski's. "Looks normal to me," said Bram.

Yvonne cast a glance at him. "They always look normal from the outside. We have to go in."



Holding hands, the three Dreamwalkers slowly passed through the walls and entered the dream. They appeared to be in a large classroom/lab and had just walked through the doorway. The seats were full of students attentively taking notes while the front of the classroom was a much more disturbing scene. Strapped into several chairs were people who had had their skullcaps removed. Their exposed brains were being shown on the monitors as a man in bloody lab coat poked, prodded, and cut. He looked up at the group with crazy eyes. "You're late. Sit down now!"

The three sat down promptly at the back of the room and watched as the professor continued his gruesome lecture. Christian looked over at Yvonne. She Glanced back "Yup, that's him."

Christian tapped Bram, who was busily taking notes in a notebook he had gotten somewhere. Bram put his finger to his lips, "Shh. We're going to be tested on this stuff."

Christian grabbed Bram by the shoulder, turned him, and looked straight into his eyes. "Vlad, get a hold of yourself. You're getting caught up again. That's our man up there so keep an eye on him."

Bram shook his head and said, "Sorry about that. It's hard sometimes."

Christian Glanced back at Yvonne. "Keep looking to see what you can see."

She nodded and began to scan the room. Christian knew that she was looking for potential targets to Unveil. The sooner they knew what they were up against the better. The professor had stopped poking around and had taken a position facing the class. "And for a very special treat today, we have a guest speaker. His name is Dr. Schwartz and he and his staff have been most helpful to me in my research. I present to you Dr. Schwartz."

Entering the room was one man in a lab coat and glasses leading a group of what looked like six lab assistants. The doctor took his spot at the front of the room and wasted no time digging into the brains on display. His voice echoed with authority and the class was held rapt. Christian turned to Yvonne. Her eyes were wide in fear.

Christian nudged her and she Glanced, "Vacyge. All of them."

Bram leaned over and said, "We're fucked."

THE DREAM WORLD

So exactly what does the dream world look like? There are two important places in the dream world: the Interstices and dream pockets.

When a Dreamwalker Dreamwalks, he does not leave a dream pocket as a normal sleeping mind would. He enters the Interstices—a chaotic haze of swirling crimson, purple, blue, black, and red. The Interstices are the cracks between dream pockets and are what bind minds together in the universal subconscious. Once there, visibility is limited and the only other features visible are dark, amorphous blobs which are the dream pockets.

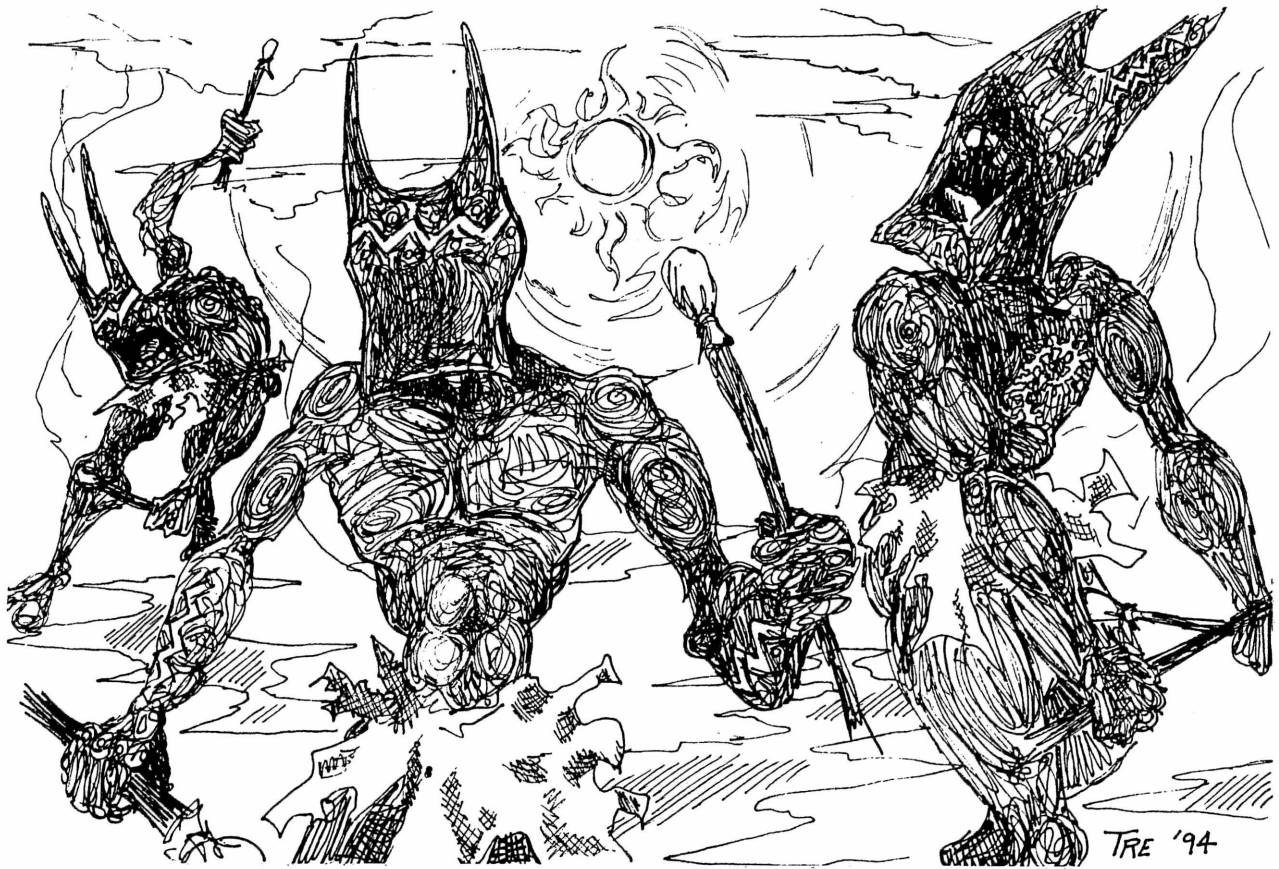
Dream pockets are the psychic manifestations of an individual's dreaming mind. To enter a dream pocket, a Dreamwalker simply passes through its wall and enters the dream.

Travelling in the Interstices is a sensation similar to flying. Dreamwalkers can wander the Interstices and randomly enter dreams or they can enter a specific mind. Once a Dreamwalker meets an individual, he has enough of a psychic impression to identify the person's dream pocket. The Dreamwalker is then "drawn" to that pocket when he wishes to find it. Dreamwalkers easily meet up in the dream world because of this phenomenon.

When a Dreamwalker enters a dream, he enters the dream at its current point. Obviously, the dream proceeds without his presence so he enters at whatever point the dream is at currently. It can sometimes be difficult to enter a dream in the middle of the action.

Good
Night.

Leaving a dream can sometimes be a bit more complex. Normally, when a Dreamwalker wants to leave a dream he immediately pops out into the Interstices at will. With the involvement of the



Nightmares, leaving a dream becomes more difficult. The Nightmares place strict controls over the dreams they inhabit and as a result the "walls" of the dream pocket tighten up. Two ways exist to leave a Nightmare infested dream. The first is the over-conscious power of Pierce the Nightmare which immediately creates an exit. The second is by succeeding at a hard task with Neuron Leap, although this only allows the Dreamwalker who actually has the power to leave. Neuron Leap will not create a gate in this case.

If a Dreamwalker doesn't have either Pierce the Nightmare or Neuron Leap, he is trapped and must wait out the duration of the dream until the Dreamer wakes up.

WHAT THE...

Because the Dreamwalkers are not the center of action in someone else's dream, they often enter dreams in the middle of the current course of action. This tends to be disorientating, confusing, and frustrating. The only way to eliminate these feelings is through investigation.

There are several necessities to investigation. The first is research on the victim in real life. The

more you know about the victim in real life the better your chances of making heads or tails of some of the bizarre imagery occurring within the dream. The second is investigation within the dream itself. What happened before you got here? Where is the Dreamer? What's going on right now and what's wrong with this picture?

The moral of the story is that information is your best tool. The more you know, the better capable you will be to deal with the threats at hand.

I THINK WE TOOK A WRONG TURN

Wandering through the chaotic geography of the Interstices can take a while. When the character's are looking for a specific mind, roll on the following table to determine how long they are wandering. This time span may be critical within the framework of the victim's dream.

d12	Real Time Passed	Interstice Time Passed
1	20 minutes	30 seconds
2-3	10 minutes	Seems Like Forever
4-5	5 minutes	Seems Like It Was Instantaneous
6-7	1 minute	5 minutes
8-9	5 minutes	1 minute
10-11	30 seconds	1 minute
12	5 seconds	5 seconds

The Real Time column shows the time that has passed in the real world during the journey and how far along the dream may be. The Interstice Time shows the time that has apparently passed to the Dreamwalkers in transit.

Want to avoid this problem. Use Neuron Leap; you're there instantly.

WAKING UP

When a Dreamwalker wants to wake up, all he has to do is leave the dream pocket he is in and will himself to wake up. He immediately returns to his body and wakes up. It's that easy.

When a Dreamer wakes up while the Dreamwalkers are still inside his dreams, they are immediately expelled into the Interstices. The dream pocket fades and they can wait until the Dreamer falls asleep again and the dream pocket returns.

Like the Dreamwalkers, Nightmares are also expelled when a Dreamer wakes. Hopefully they aren't expelled into the same area as the Dreamwalkers.

Remember that a lot of things wake someone up. Things like noises, stress, a full bladder, and improperly set alarm clocks all wake people up



during the night. Dreamwalkers may be expelled from a dream several times during the evening.

How Do I Look?

Your character looks like your character in a dream. Most people look like themselves in dreams and Dreamwalkers are no exception. When a Dreamwalker leaps into a dream he enters as himself, but in an attire and role fitting to the specific dream. On the whole, Dreamwalkers enter a dreaming mind inconspicuously and remain that way until they call attention to themselves. The Gamemaster will help you assimilate properly.

Gideon leaps with his cohorts into a dream which is currently taking place in a museum. Gideon assimilates as a security guard while his friends take on the roles of museum workers, tourists, etc.

Okay, so you look like yourself? What if the Nightmares see you? Big deal. The Nightmares can't take snapshots and even though some can possess real forms they don't know where to locate you. Besides, that's what Anonymous or Transformation is for.

Admittedly, some Nightmare Powers can make it easier for them to locate your real body, but if that happens you're in trouble without them knowing what you look like.

THE WHOLE BODY

Because the Dreamwalker's body in the dream world is a psychic manifestation of himself, a wonderful thing happens: physical handicaps can disappear. A blind man can see. A paraplegic can walk. A man with a missing arm has it again. Unfortunately, this is not always true. Sometimes the handicaps stay, although this is up to your Gamemaster.

Furthermore, all language is the same in the dream world. You can easily understand anyone or

anything speaking to you when in the dream world. When dwelling in a realm of the mind, one hardly needs to worry what language he speaks.

LOOK WHAT I FOUND

A Dreamwalker often enters a dream carrying whatever equipment is normal and part of daily routine for the character. The Gamemaster will decide whether or not these items are with in any given dream.

Staid is a Mafia enforcer and always carries a couple of handguns, even to bed. As a result, he often has his guns with in dreams.

Otherwise Dreamwalkers don't normally start with any sort of "equipment" in the dream world other than what is fitting for their adapted role. Not a problem. Just treat any items found in the dream world as their real counterparts.

Gideon assimilates as a security guard in the museum and has a flashlight and a radio on his belt. If he needs to fight, he can grab a fire axe located near a stairwell.

You waste your time with outdated notions.
You risk your life to help those who won't know, don't care, and don't matter.
You make enemies with Them simply because of your preconceived views of good and evil.

Why should I help others.
Why should I bother the "Nightmares."
The power is mine.
I will do what I please.

-Renegade Dreamwalker

Funky stuff always happens in dreams and the Nightmares cannot eliminate all of it. Equipment used in dreams may act strangely. It may not be reliable or may perform in some unforeseen manner. The Gamemaster will let you in on any strange behavior equipment exhibits once it is used in the dream.

WHOSE HEAD ARE WE IN NOW?

This is the individual whose brain is being invaded. As Dreamwalkers, you first want to locate this person. Then you are going to want to protect him as much as possible while fighting the Nightmares.

You'll know who this is once you enter the dream, since all attention seems to focus on him. Furthermore, he probably won't remember you or what happened once he wakes up since most people can't remember their dreams.

Don't I Know You?

Many times, the Dreamwalkers will know the victim. When this happens, the characters need to play up the Construct role even more. More often than not, the Dreamer will recognize the characters and acknowledge them. This may or may not blow their cover.

The best way to avoid any difficulties is through the use of Anonymous or Transformation.

In the Dreamwalker's Mind

Since Dreamwalkers don't Dreamwalk every time they sleep, they must also worry about having their dreaming mind invaded. When and if this does happen, the Dreamwalker has all the powers he normally has but he cannot in any way leave his own dream, nor can he Dreamwalk into the Interstices until the Nightmares are driven off.

DRIVING OFF THE NIGHTMARES

Each Nightmare can be defeated in its own way. The kicker is finding out how to do it. Good Luck.

DREAMWALKERS AND SLEEP

Dreamwalkers need to sleep just like everyone else. Dreamwalking takes up much of the mental energy and mental outlets that dreaming helps replenish. As a result, Dreamwalkers must have at least four nights a week of undisturbed, normal REM sleep or they begin to experience fatigue and sleep deprivation.

For those Dreamwalkers who feel the need to push their limits, reduce their attributes, skills, and powers by one point for each day they are in sleep deprivation.

Dreamwalker Dreams

Unlike a normal persons, the Dreamwalker retains his powers in his own dreams. Therefore, Dreamwalkers have far more influence in their dreams and tend to have far more interesting dreams.



THROWING CAUTION TO THE WIND...

...is downright stupid. There are a great many dangerous and terrible things dwelling in the dream world. As a result, Dreamwalkers should be very cautious wherever they go. Who knows what you'll meet?

Worse yet, some of those horrors carry over into the real world. No rest for the wicked. Maybe paranoia is a good trait?

YOU DIDN'T WANT TO DO THAT

Temptation is great, but Dreamwalker have to be careful not to upset a Dreamer's delicate mind. Sometimes they get carried away when trying to stop the Nightmares and end up doing such terrifying things that they actually assist them.

So watch what you do, because if you get crazy the Nightmares are just going to sit back and let you do their job for them.

Renegade

By night they come
To play with your pitiful minds
You can't help yourself
You must submit

I hold the power
I walk the dreams
I walk the Nightmares
I know them, and I am not afraid

Your mind holds what they want
You are helpless
My kind could save you
But you are Prey

I have the power, have the knowledge, have no
fear, have no compassion
I am a Predator

Chapter Three: The Workings of Nightmares

THE BASICS

This chapter is where you learn to really play the game. So far you know what's going on, you have a character, but you don't know what to check, how to check, and when to check. Here's where you'll find out.

Later in the chapter you'll learn more about the dream world and what exactly Dreamwalking is like.

SUCCESS NUMBERS

You've seen them on the character sheet and you're wondering: What the hell are success numbers?

Whenever you want to use a character's attributes, skills, or powers, you'll have to roll dice to see whether or not he'll succeed. The system in *Shattered Dreams* is based on the twelve-sided die, or d12. The first thing you need to do is determine how many success numbers the character has for each attribute, skill, and power. To do this, reference the following chart.

Score	Success Numbers	Probability
1	2	17%
2	3	25%
3	4	33%
4-5	5	42%
6-7	6	50%
8	7	58%
9	8	67%
10-11	9	75%
12-13	10	83%
14-15	11	92%

Find your score on the Score column and read over to determine how many success numbers you have. The Probability column shows the basic chances of success as a percentage.

"Uhh, kid. Don't go near her when she's like that."

-Veteran Dreamwalker Theo Wu to Novice Dreamwalker Maxwell Thomas, regarding Vicki MacNamara when Frenzying.

Now that you have determined how many success numbers a character has you must determine precisely which numbers on 1d12 they are. Each success number allows you to choose one number on 1d12 on which the character succeeds when that attribute, skill, or power is checked.

Matthew's character has an 11 Intellect and a 6 Nightmare Self. He looks at the table and determines that an 11 allows him 9 success numbers, so he chooses 1, 3, 4, 5, 6, 7, 9, 11, and 12 for his Intellect success numbers. He looks again and determines that a 6 allows him 6 success numbers, so he chooses 2, 4, 7, 9, 10, and 11 as his Nightmare Self success numbers.

If he were to check his Intellect or Nightmare Self during play, he would get a success in either if he rolled their respective success numbers. Now go through and pick all of your success numbers for all of your attributes, skills, and powers and circle them on your character sheet.

Sometimes a situation will be easier or harder than normal. If the GM deems a task easier than usual, your character gets an extra success number for that task. Conversely, if the GM deems a task harder than usual, your character gets one less success number than usual for that task. In these situations, your Gamemaster will tell you that you lose one success number or gain one success number.

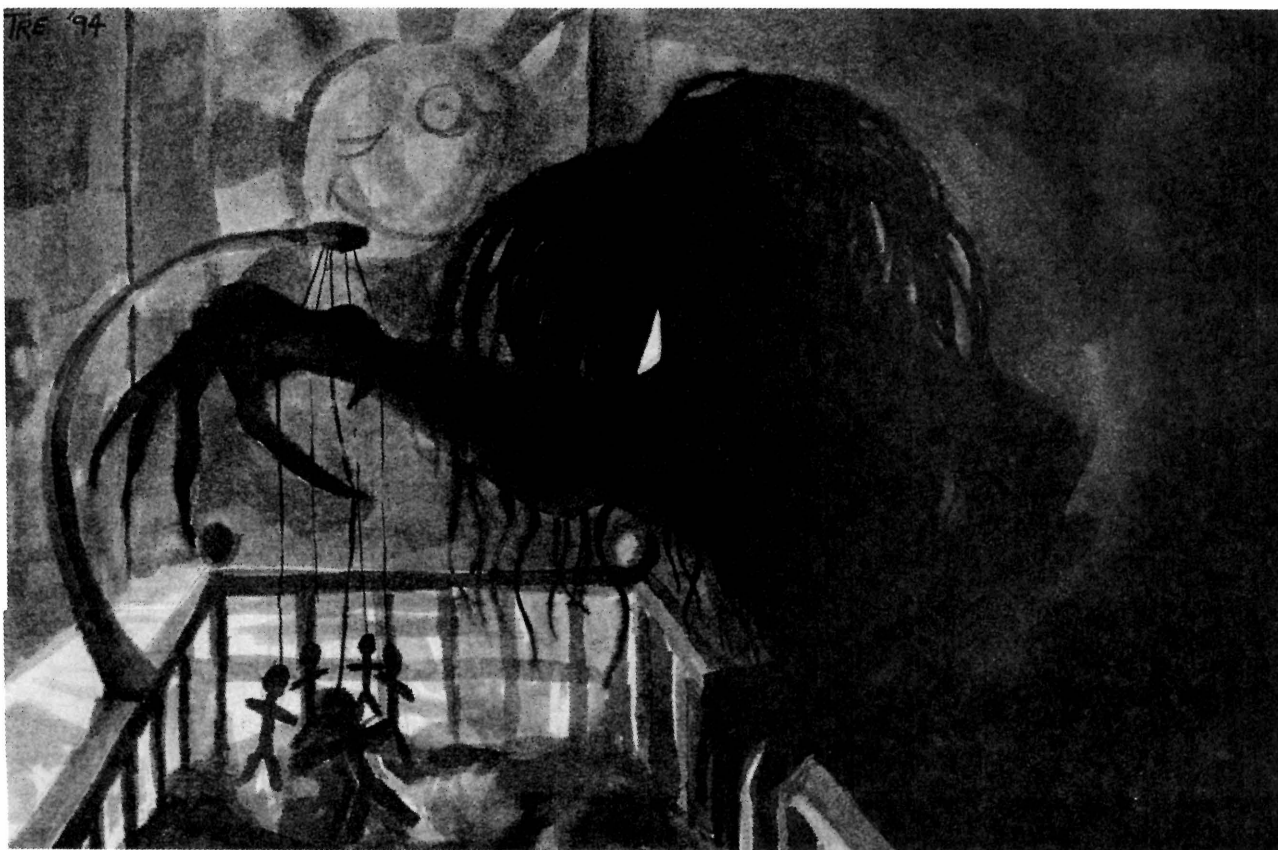
Matthew's character is being ambushed by a particularly stealthy Nightmare. The Gamemaster deems that he must roll his Ambush skill and Perception attribute, but it is a hard task so he loses one success number on each for this task only.

HOW TO SUCCEED

Whenever you check an Attribute, Skill, or Aspect Power you roll two dice: the d12 for the Attribute and the d12 for the Skill or Power. You know how to determine success or failure on the basis of your success numbers, but here's how to read them together.

If Both The Attribute And The Skill/Power Succeed...
then you succeed. If you want to, roll another Attribute die. If this succeeds again, you have an unexpected success.

If The Attribute Succeeds And The Skill/Power Fails...
then you barely succeed, and the Gamemaster needs to call whether or not there was some cost involved.



If The Skill/Power Succeeds And The Attribute Fails...

then you barely fail, and the Gamemaster can tease you with just how close you came.

If Both The Attribute And The Skill/Power Fail...

then you fail. Roll another Attribute die, and if this one fails too then you have an unexpected failure.

In the dream world, actions can be influenced by the flow of the dream. When in the dream world, the Gamemaster will use a die called the Dream Die to determine this flow which may or may not change your results. The Gamemaster will help you out when you first begin to play.

USING THE SYSTEM

Now that you know about how to roll success numbers and how to read results, let's look at applying the Basics to specific situations in the game.

ROLEPLAYING, NOT ROLL-PLAYING

In case you haven't noticed, the system in Shattered Dreams allows for a lot of interpretation. This means that you as a player must do two things: describe and roleplay your actions and powers and trust your Gamemaster.

In the former, you must roleplay your character's actions because the system is not based entirely around dice. When something happens to your character, roleplay it even when there are no hard and fast dice or score effects or nothing for you to write down on your character sheet. For many players games having effects and situations that require a lot of dice rolling and writing are a good thing. Well, they may not be bad but they definitely don't fit with this game.

In the latter, the Gamemaster will be helping with this interpretation based on the rules and her judgment will be final. You will soon or may have

already learned that arguing with your Gamemaster can be bad.

ATTRIBUTES

Attributes are used for any variety of things, sometimes alone when no skill is called for. Normally, Attributes are used in conjunction with Skills or Aspect Powers. Just roll them as normal. One special case is called for here—what do you do when only checking an Attribute is called for.

When you only need to check an attribute, like when you want to lift something heavy or run around obstacles, you just roll 1d12. Use normal Attribute success numbers, but there are only success and failure results.

Tim's character is running down a hallway filled with trash. He obviously wants to avoid it all so he doesn't trip and fall. Since there is no skill for avoiding obstacles, and there shouldn't be, Tim rolls 1d12 and succeeds. He obviously avoids the trash.

SKILLS

Skills are perhaps the easiest to use because they are specific and paired with an Attribute. You already know what each skill does and how to use them, but one topic still remains to be addressed—unskilled use. When a character attempts to perform an action that requires a skill that he doesn't have, he attempts unskilled use.

If the skill is something that the character conceivably has a chance of knowing or is a physical or Stability based skill, roll the appropriate Attribute and roll another d12 for the skill attempted, picking one success number if the task is average and two if it is easy.

If the skill is something that the character wouldn't know, but could possibly luck out on and succeed pick one success number if the task is easy.

Don't even bother if the skill is something that the character wouldn't know, period.

"Mike! Mike!
Banish It!!
Banish It!!"

-Panic

It is the Gamemaster's call as to what level of unskilled use the character is at. She will assess the character and his background and determine it subjectively.

Tim's character, a journalist, has some wires and is trying to pick a lock. He doesn't have the Lockpick skill, but he could conceivably get lucky and open the lock. The Gamemaster has him roll his Agility and another die for the Skill with one success number.

ASPECT POWERS

Aspect Powers are used by rolling the appropriate Attribute and the Power. Easy enough.

Some powers don't have game effects per se, but have roleplaying effects instead. Use your or your Gamemaster's best judgments as to their effects and roleplay these powers appropriately.

Unless otherwise noted under the power description, only one Aspect power can be used per turn since the powers are not instinctive.

See Roleplaying, Not Roll-playing above.

PSYCHE REGENERATION

Psyche is an expendable point total used each time you attempt to use an Aspect Power. Whether you succeed or not you pay the Psyche cost.

So the question is asked, "Is that all the Psyche I get?" Psyche is like a bottomless cup at a restaurant; you use some of it and very soon it is replenished.

Every 15 minutes of real time (as in time to you as a player; stop the count for breaks), your character gets an attempt to regain some Psyche. Your character's Stability score is used to determine what die you roll for your character:

- A score of 3-6 rolls a d4.
- A score of 7-10 rolls a d6.
- A score of 11-12 rolls a d8.

- A score of 13-15 rolls a d10.

Gideon, Matthew's character is down 5 Psyche points. After 15 minutes of real time, Matthew gets to roll 1d6 because of his Stability of 8 to determine how many Psyche points Gideon gets back. He rolls a 3, and must wait another 15 minutes before he can roll again.

COMBAT

Invariably, each game requires a bit of combat and this game is no exception. There are five sections to be addressed under combat: dream combat, real combat, wounds, healing, and weapons.

DREAM COMBAT

There are 4 sections involved in one turn of combat:

1. Initiative

You must determine who gets to go first each turn. To do this, each player rolls 1d12 and adds his Perception score and the Gamemaster rolls 1d12 and adds the Nightmare's Perception score. Frenzied or Fanatic combatants add another 2 to their roll.

Whoever rolls highest goes first, proceeding down in order of highest to lowest Initiative

results.

2. Attacking

First you must determine how many attacks each character gets:

- If the character has a Stability of 2-9 and the pertinent combat skill of 1-8, he only gets one attack/action per turn.
- If the character has a Stability of 10-12 and the pertinent combat skill of 1-8, or a Stability of 2-9 and the pertinent combat skill of 9-12, he gets two attacks/actions per turn.
- If the character has a Stability of 10-12 and the pertinent combat skill of 9-12, he gets two attacks/actions every odd turn and three every even turn.

"You don't really think that gun's going to have any effect on me, do you?"

-Confrontation with a Nightmare



Now you must roll to attack, rolling your Stability and the pertinent combat skill.

- If you get an unexpected success, you hit and the opponent gets no roll for defense.
- If you succeed, you hit and the opponent gets to roll for defense.
- If you fail, you miss.
- If you get an unexpected failure, you miss and something potentially bad may happen to your character based on the Gamemaster's judgment.

3. Defending

If an attack hits, you normally get to defend. There are two dodging options. The first entails forfeiting all attacks that turn in favor of dodging. To do this, roll your Stability and your Dodge skill (unskilled if you don't have it). The second entails attacking and dodging as an afterthought. To do this, roll your Stability and your Dodge skill but only use half of your success numbers on both.

- If you get an unexpected success, you dodge and you get to take a free counterattack regardless of how many attacks you made this turn.
- If you succeed, you dodge.

- If you fail, you are hit.

- If you get an unexpected failure, you fail and the attack does twice its normal damage as you step into it.

4. Wounding

Each attack does a certain amount of damage when it hits. Each wound you take reduces your Shock total. Damage for different weapons will be addressed later.

If a combatant has an exceptionally high or low Stability, his attacks may do more or less Shock than normal:

- Stability of 2 or 3 does one less Shock
- Stability of 10 or 11 does one extra Shock
- Stability of 12 or 13 does two extra Shock
- Stability of 14 or 15 does three extra Shock

REAL COMBAT

There are 4 sections involved in one turn of combat:

1. Initiative

You must determine who gets to go first each turn. To do this, each player rolls 1d12 and adds his Perception score and the Gamemaster rolls 1d12 and adds the opponent's Perception score.

Whoever rolls highest goes first, proceeding down in order of highest to lowest Initiative results.

2. Attacking

First you must determine how many attacks each character gets:

- If the character has a Agility of 2-9 and the pertinent combat skill of 1-8, he only gets one attack/action per turn.
- If the character has a Agility of 10-12 and the pertinent combat skill of 1-8, or a Agility of 2-9 and the pertinent combat skill of 9-12, he gets two attacks/actions per turn.
- If the character has a Agility of 10-12 and the pertinent combat skill of 9-12, he gets two attacks/actions every odd turn and three every even turn.

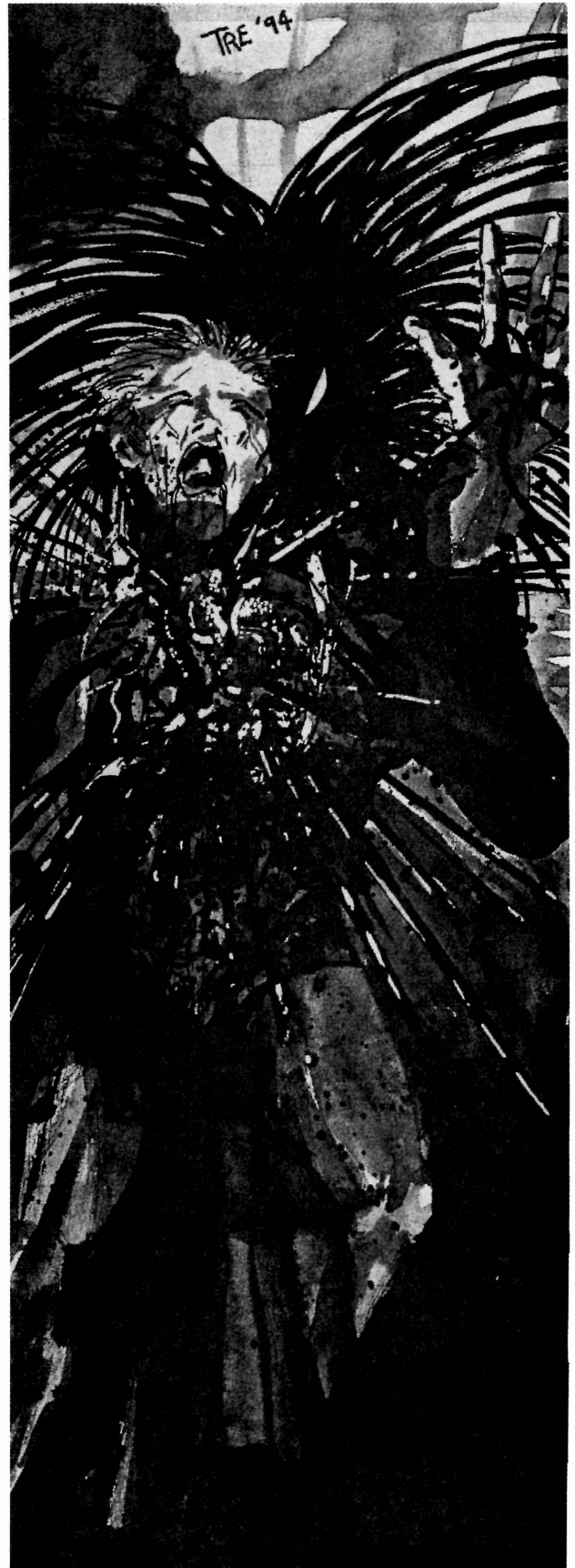
Now you must roll to attack, rolling your Agility and the pertinent combat skill.

- If you get an unexpected success, you hit and the opponent gets no roll for defense.
- If you succeed, you hit and the opponent gets to roll for defense.
- If you fail, you miss.
- If you get an unexpected failure, you miss and something potentially bad may happen to you based on the Gamemaster's judgment.

3. Defending

If an attack hits, you get to defend. There are two dodging options. The first entails forfeiting all attacks that turn in favor of dodging. To do this, roll your Agility and your Dodge skill (unskilled if you don't have it). The second entails attacking and dodging as an afterthought. To do this, roll your Agility and your Dodge skill but only use half of your success numbers on both.

- If you get an unexpected success, you dodge and you get to take a free counterattack regardless of how many attacks you made this turn.
- If you succeed, you dodge.
- If you fail, you are hit.



• If you get an unexpected failure you fail and the attack does twice its normal damage as you step into it.

4. Wounding

Each attack does a certain amount of damage when it hits. Each wound you take reduces your Health total. Damage for different weapons will be addressed later.

If a combatant has an exceptionally high or low Strength, his attacks may do more or less Health than normal:

- Strength of 2 or 3 does one less Health
- Strength of 9 or 10 does one extra Health
- Strength of 11 does two extra Health
- Strength of 12 does three extra Health

WOUNDS

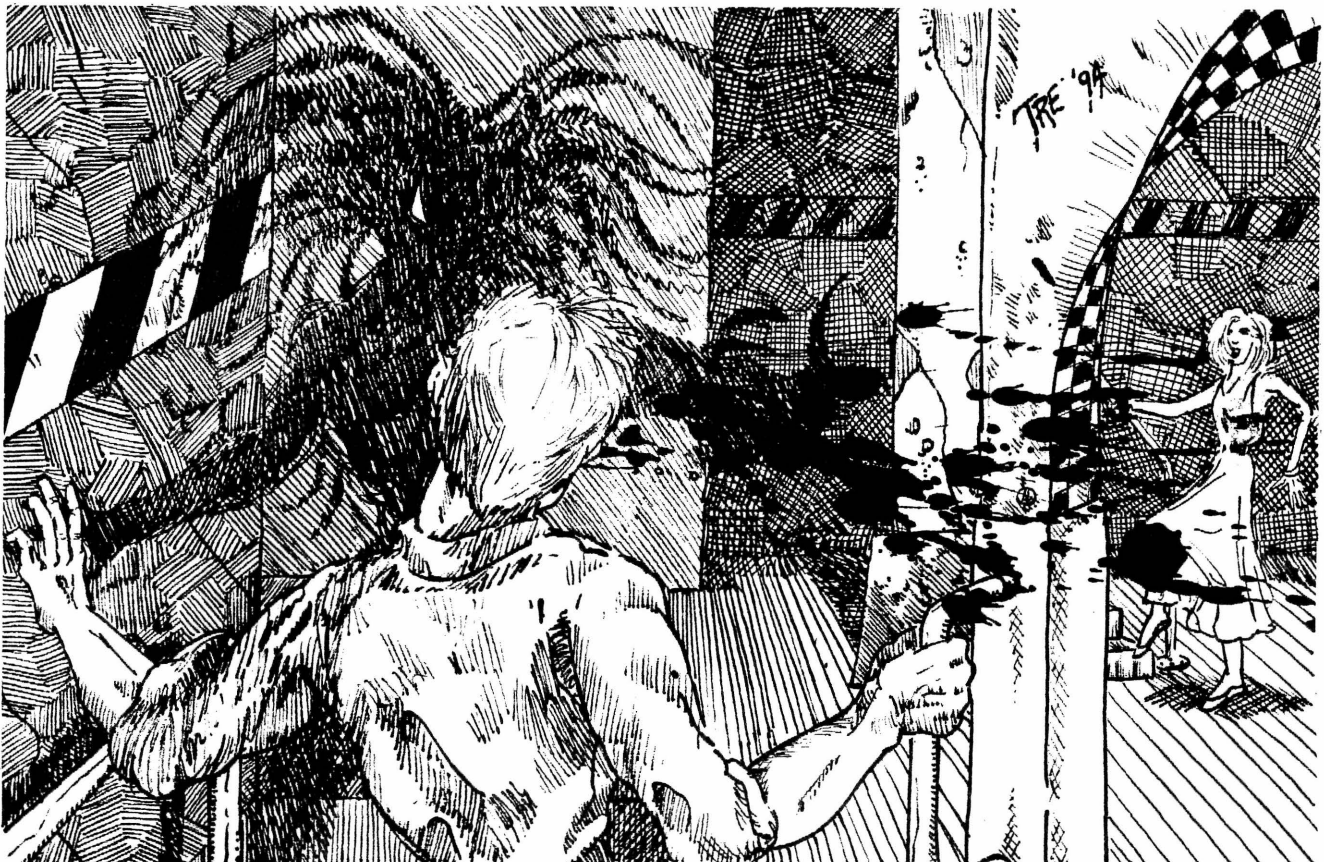
When your character is wounded, his Shock (dream world) or Health (real world) totals are decreased. Let's examine separately what happens when they get too low.

Shock

- When your Shock is reduced to 1/2 of its maximum, the character now loses one success number on all actions due to pain and distraction.
- When your Shock is reduced to 1/4 of its maximum, the character now loses two success numbers of all of his actions due to his wounds.
- When Shock reaches exactly 1, the character falls unconscious, fades out of the dream and back into reality, and takes 1d8 Health points due to pain and possible internal hemorrhaging.
- When Shock reaches exactly 0, the character falls into a coma, fades out of the dream and back into reality, and takes 1d12 Health points from hemorrhaging. He may or may not wake up and requires hospitalization.
- When Shock reaches less than 0, the character dies. Dream death equals real death.

Health

- When your Health is reduced to 1/2 of its maximum, the character now loses one success number due to pain and distraction.



- When your Health is reduced to 1/4 of its maximum, the character now loses two success numbers of all of his actions due to his pain and wounds.
- When Health reaches exactly 1, the character falls unconscious and takes 1d8 Shock points.
- When Health reaches exactly 0, the character falls into a coma and takes 1d12 Shock points. He may or may not wake up and requires hospitalization.
- When Health reaches less than 0, the character dies.

HEALING

Once again, there are two sections to address: Shock and Health. Remember that any sort of medical aid requires the proper equipment.

Shock

- Shock damage comes back at the rate of one every hour of real time, as long as the real body is resting.
- If First Aid is used, you can gain back 1d2 Shock immediately and 1d2 the first hour after that, and then healing proceeds normally.
- If Medic is used, you can gain back 1d4 Shock immediately and 1d2 the first hour after that, and then healing proceeds normally.
- If Doctoral Medicine is used, you can gain back 1d6 Shock immediately and 1d3 the first hour after that, and then healing proceeds normally.
- You can choose to spend Psyche points in favor of a faster Shock recovery. For every three Psyche points spent you can instantly regenerate one Shock point.

Health

- Health damage comes back at the rate of one every two days of real time. If the body is exerting itself more than usual during this time, it will heal at a rate of 1 Health every four days.
- First Aid allows the character to gain back 1d2 Health immediately and 1d2 Health after the first two days, and then healing proceeds normally. This works as long as the character is above 1/2 of his maximum Health.
- If the character is below 1/2 of his maximum Health, First Aid won't work. He needs a Medic, whose administrations will work like First Aid above.
- If the character is below 1/4 of his maximum Health, First Aid won't work. When he is tended



to by a Medical Doctor he gains back 1d4 Health immediately and 1d2 Health after the first two days, and then healing proceeds normally.

Weapons

Range really shouldn't be too much of a concern in this game, so here are some basic Shock or Health damage dice for weapons:

- Fist- 1d2
- Claws- 1d4
- Baseball Bat- 1d6
- Sword- 1d8
- Small Caliber Gun- 1d8
- Medium Caliber Gun- 1d10
- Large Caliber Gun- 1d12
- Submachine Gun- 1d8 (Doubles attacks per turn)

You can pretty much fill in any others from here. If you do need to determine range, take a look at any other game with guns. They've spent a lot of time determining such important things.

WHY ARE YOU TWITCHING?

Sometimes Dreamwalkers see things that are way too scary or weird for their own peace of mind. That is why we've created Fear Effects.

Whenever a Dreamwalker witnesses something mindbending, the Gamemaster will have you check for Fear Effects. In order to do this, make a Sanity test at the level the GM deems appropriate. If you succeed in any way you take the situation in stride and don't need to roll for a Fear Effect.

If you fail on the other hand, you must roll once on the following table for a Fear Effect or roll twice if the failure was unexpected.

FEAR EFFECTS

1. **Forget-** When you wake up, you'll forget most if not all of the dream just like a normal person would.
2. **Stunned-** The sight stuns you and you are unable to take any action for the next minute.
3. **Faint-** The sight frightens or disturbs you so much that you can't take it. You faint for at least one minute or five if no one tries to help revive you.
4. **Twitch-** The sight shocks you and you temporarily retreat inside yourself. You can take no action and are a pretty sight as you twitch and drool for the next 1d4 minutes.
5. **Terror-** You are utterly and totally terrified beyond belief. You run screaming towards the nearest path away from the stimulus and don't stop. The actual running part lasts for as long as is necessary to escape far away and then the character hides and cowers for another 3-5 minutes. After that, the character is wary of the stimulus for another 15 minutes.
6. **Temporary Disorder-** You gain some behavioral disorder, be it eating, sleeping, attention, temper, etc. This disorder lasts for 1d6 days in the real world.

AAAAAAHHHH!!

Aahb... Dahb...
Gibber... Dibble...
Drool

OTHER DERIVED ATTRIBUTES

There are two other Derived Attributes which still need to be addressed: Insights and Luck.

INSIGHTS

Insights are used when the character may legitimately know something that the player does not. Depending upon his background, the character obviously knows more about his "life and times" than the player.

When a case occurs where the player believes that his character may know something about his particular situation that he as a player may not, he tells the Gamemaster that he is using an Insight and to what that Insight pertains. The Gamemaster then tells the player what information his character might know.

Insights are based on your character's Dreamwalker Experience table result, and is expressed as a simple point total. These points represent how many Insights your character can spend per game session. Each time you begin play, your character has a full count of Insights.

His first time playing, Tim's character encounters a Nightmare. His character is overconscious and Unmasks the Nightmare, revealing a tall being made of solid shadow. As a player, Tim knows that this is a Vacyge but, not reading into the Gamemaster's section like he's supposed to, doesn't really know anything else about them. He decides to use an Insight and asks the Gamemaster to tell him what he knows about the Vacyge.

LUCK

Luck is that little human element that helps us succeed in life. Your character's Luck is based off of a simple die roll and is expressed as a die type. Each time play begins, roll that die and your result is how many Luck points that your character can spend during this game session.

Luck points can be spent to modify one of your dice when you roll. Multiple Luck points can be spent to modify multiple dice. When you choose to modify a die it turns into a success.

Dirk, Tim's character, has just attempted to hack into the University hospital's mainframe. He succeeded on his Intellect roll but failed on his Computer Programming roll, and is probably going to trip an internal alarm. Tim decides that he wants to spend a Luck point and turn his failed Computer roll into a success.

Gideon, Matthew's character, really needs to Transform because the dreamer knows him and is starting to call undue attention. Matthew rolls and fails on his Intellect and his Transformation and he rolls the Nightmare on the Dream Die. He decides to spend a Luck point to change the Dream Die to the Dreamer so that he doesn't completely blow it.

OKAY, SO I JUST STAND HERE?

Dreamwalkers need someone to protect their bodies while they sleep. That's a pretty obvious statement, so why is it here?

In other games, you need to address the problem of what do you do with one player's character when he doesn't show up for the game. In Shattered Dreams, characters have a definite function when their players don't show.

If the player doesn't show, his character is protecting the Dreamwalker's bodies while they sleep. Pretty simple unless their bodies get attacked. It tends to be difficult to explain to a player that an Ilkuzahn ripped his character's lungs out while he was protecting the group's sleeping bodies. So Gamemasters, the moral is to be nice his character while he's gone.





Chapter Four:

Deeper into the Nightmare

In Chapter Four we delve Deeper Into The Nightmare and discuss all the important details that a Shattered Dreams Gamemaster needs to know.

IF YOU PLAN ON BEING A PLAYER, DON'T READ THIS CHAPTER! YOU WILL LEARN FAR TOO MUCH FOR YOUR OWN GOOD AND WILL REDUCE YOUR PLAYING ENJOYMENT!

Alright, you're probably reading on. You really shouldn't. Don't you think it'd be more fun for this stuff to be popped on you during play where you don't know what it is, and it scares the bejeezus out of you? I think so. Just like other games that involve horror, mystery, or intrigue, knowing too much as a player will detract from your playing enjoyment.

Our plea has been made, and it's time to move on.

THE DREAM DIE

An important unique feature of Shattered Dreams is the Dream Die. This die represents the strange flow of dreams, and adds a certain extra element of uncertainty to the game.

Representing the flow of the dream, the Dream Die is divided into three sections, one for the Dreamwalkers, one for the Nightmares, and one

for the Dreamer. To designate numbers for each category, either have the Gamemaster pick them, pick them by consensus, or roll randomly.

Matthew figures that rolling randomly is the fairest way to pick the three sections of the Dream Die. He starts out rolling for the Dreamwalkers. Rolling a d12, he comes up with 2, 5, 3, 2, and 7. The numbers for Dreamwalkers on the Dream Die are 2, 3, 5, and 7 ignoring duplicates. Next, he rolls for the Nightmares, ignoring any duplicates of the Dreamwalker numbers. Rolling his d12, he comes up with 2, 1, 4, 5, 8, 7, and 9. Ignoring the 5 and 7, the Nightmare numbers are 1, 4, 8, and 9. The rest of the numbers are assigned to the Dreamer, namely 6, 10, 11, and 12.

"Dreams flow in strange ways. One minute, everything could be going great. But in the next minute, things could take a darker turn. Or they can just get plain wierd."

-Kelly Connelly,
Overconscious Dreamwalker

Once you have fully determined the sections for the Dream Die, you must find a way to keep track of those numbers. There are essentially two ways to keep track. One is by writing down all the numbers. Unfortunately this tends to be boring and cumbersome.

The other way is by purchasing an opaque d12 and painting it yourself. We suggest painting one color for the Dreamwalker, another for the Nightmare, and painting swirls on the Dreamer section. You also can simply fill the numbers in with different color crayon rubs.

After all this, your Dream Die should be done.

HOW TO SUCCEED

Whenever anyone checks an Attribute, Skill, or Aspect Power they roll two dice: the d12 for the Attribute and the d12 for the Skill or Power. When they are in the dream world, you as the Gamemaster modify these rolls using the Dream Die. You know how to determine success or failure on the basis of your success numbers, but here's how to read them together with the Dream Die:

If Both The Attribute And Skill/Power Succeed...

- and the Dream Die comes up Dreamwalker, the character has achieved an unexpected success. You as Gamemaster must interpreting this result, but the result is much better than what the character normally would have expected.

- and the Dream Die comes up Nightmare, the character still succeeds but possibly at a cost. You must determine what cost this is and how close the character may have been to failing.

- and the Dream Die comes up Dreamer, the

character succeeds but something strange happens. The Dreamer's mind causes something maybe a little weird to happen, and then again maybe it doesn't. You must determine exactly what happens.

If Either The Attribute Or Skill/Power Succeed And The Other Fails...

- and the Dream Die comes up Dreamwalker, the character has succeeded.

- and the Dream Die comes up Nightmare, the character failed.

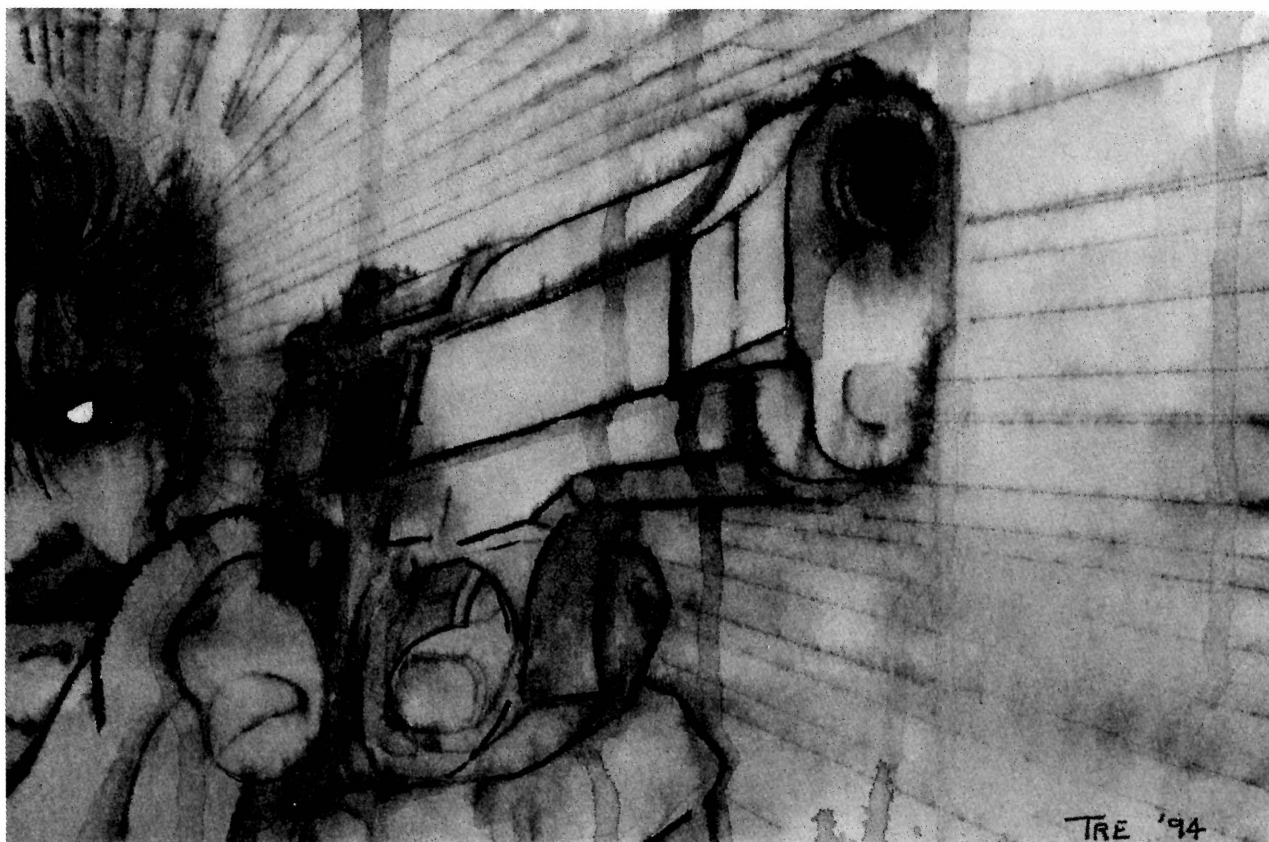
- and the Dream Die comes up Dreamer, the character might just make it or might just miss it, depending on your judgment.

If Both The Attribute And the Skill/Power Fail...

- and the Dream Die comes up Dreamwalker, the character has failed.

- and the Dream Die comes up Nightmare, something very bad happens. The opposite of an unexpected success, this result ends up hampering the Dreamwalker in some way depending on your judgement.

- and the Dream Die comes up Dreamer, the



character fails but something strange happens. The Dreamers mind causes something maybe a little weird to happen, and then again maybe it doesn't. You must determine exactly what happens.

You should roll every so often during a dream to determine its flow. We recommend once every 15 minutes of real time normally and once every turn during combat because of the turmoil it creates.

USING TAROT INSTEAD

Instead of using a die, a deck of Tarot cards can be used instead. In this case:

- The Dreamwalkers are represented by Cups and Wands.
- The Nightmares are represented by Swords and Pentacles.
- The Dreamer is represented by the Major Arcana, except for the Tower which is also a Nightmare card.

These are just some suggestions. If you come up with a better Tarot system to use, feel free. Better yet, write to us about it.

IT WORKED LIKE THAT BEFORE!

To reflect the unpredictable element of a dream, the Gamemaster may choose to change the characters success numbers during a dream. The GM should not change more than one number in four areas (Attributes, Skills, Powers) per play session and must declare which have changed and what they've changed to.

At the end of the play session, the success numbers revert back to normal. Because this is only temporary, have the players make a note on a scratch piece of paper.

The Gamemaster decides to switch a success number. Christian's Nightmare Self used to succeed normally on 4 and 9. The GM decides that 4 no longer works and that 2 does. Matthew soon rolls his Nightmare Self, gets a 4, and is pissed.

"They're everywhere. They're after me. No, no! Get back. I'm not afraid to use this! Don't force me to use it!"

SANITY

Perhaps one of the most important traits to the Gamemaster is Sanity. Sanity is used to determine both the character's and the Dreamer's state of mind. Here is a table charting the different levels of Sanity:

Sanity Level	Range	Description
Insane	0	Lost touch with reality.
Twisted	1-10	Highly deranged.
Below Average	11-39	Imbalanced, doesn't see the same world.
Average	40-74	The norm.
Above Average	75-94	Well adjusted, good grasp on reality.
Strong Willed	95-100	Grounded in reality, a highly stable person.

Mind's gain permanent insanities at lower levels. Below Average minds have one permanent insanity, Twisted minds have 1d3 permanent insanities, and Insane minds have 1d6 permanent insanities. Roll on the following table to determine permanent insanities:

PERMANENT EFFECTS

1. **Phobia**- The person becomes deathly afraid of whatever caused the drop to this level of sanity. The person will avoid the stimulus at all costs and may pass out from fear if forced to stay in proximity with it. Phobias are semi-permanent; they can be resolved by seeking professional help.

2. **Catatonia**- The person retreats completely inside himself. To determine how long the catatonia

lasts roll 1d12. A result of 1 to 11 is the number of weeks the individual is catatonic, while a 12 means that the catatonia is permanent.



3. Multiple Personalities- Part of the person fades and a new part is created to deal with the horrible stimulus. There are now 1d6 extra completely separate and distinct personalities who may or may not know of each other existing within the individual. Multiple Personalities are permanent, but may be helped by professionals.

4. Emotional Disorder- The person gains some emotional disorder such as delusions, dependency, obsession, attention, aversion, odd behavioral quirk, or the like that is permanent. These disorders can be eliminated by professional help.

5. Rage Disorders- The person now has virtually no patience and flies completely off the hook at anything that bothers him. The individual is a time bomb that regularly goes off. Rage disorders can be helped by drugs and professional help.

6. Physical Disorder- The person gains some sort of physical disorder such as eating, sleeping, hyper-activity, psychological blindness, or something else along these lines. Professional counseling and drugs may help these permanent disorders.

If you roll a permanent insanity multiple time it simply intensifies and takes that many times longer to be rid of.

LOSING YOUR MIND

The Sanity score is a track that goes down more than it goes up. There are a great many things that cause a loss of Sanity, and listed below are guidelines to use for Sanity loss. Fit your specific situation in as best fits. As a rule, the players can attempt a roll versus their Sanity attribute to reduce their loss in half.

- 1d4- Serious Injury, Fear
- 1d6- Despair, Blind Hatred, Utter Horror
- 1d8- Individual's Reality Totally Bent
- 1d10- Witness the Death of a Friend
- 1d12- Witness a Massacre or Bloodbath
- 2d12- Witness a Massacre of Loved Ones

REGAINING YOUR MIND

Regaining Sanity is always more difficult than losing it. Here are a few ways to help regain Sanity. No matter what level of Sanity a person may regain, any permanent insanities remain until they seek professional help.

Defeating the Nightmares

When a group of Dreamwalkers defeats Nightmares in some way, either by killing them or driving them off, both they and the Dreamer regain some Sanity. If the threat was minor they regain 1d4, if the threat was median they regain 1d8, if the threat was major they regain 1d12, and if the threat was overwhelming they regain 2d12.

Professional Help

There are many types of psychological help available. The help they provide is listed here. Unless noted, a successful Psychology roll must be made and an unexpected success means double the help. An unexpected failure means the loss of the normal treatment Sanity. Remember that all forms of professional help cost money. Also remember that not every place in the world has good doctors or even have help for the insane. Here are the levels of care:

Outpatient Treatment

- Once a week, works for Average and above minds, regain 1d2 Sanity per month.

- Twice a week, works for Below Average and above minds, regains 1d3 for Average and 1d2 for Below Average per month.
- Three or more times a week, works for Below Average and above minds, regains 1d4 for Average and 1d2 for Below Average per month.
- Attempting to remove a permanent insanity through outpatient treatment takes much longer than hospital treatment. In order to remove any permanent insanities, the patient must first be brought back up to at least an Average mind. Once this has been accomplished, roll once every 3 months for three or more sessions per week or once every 6 months for two sessions a week. One session a week will not help. If the Psychologist is successful, then the permanent insanity is gone. An unexpected success means that an extra permanent insanity is removed if there were more than one, while an unexpected failure means that the patient now has one more permanent insanity to deal with.

Hospital Treatment

- Insane mind— roll once a year, if successful regain 1 Sanity, an unexpected success also removes a permanent insanity.
- Twisted mind- roll once every six months, if successful regain 1d4 Sanity, an unexpected success also removes a permanent insanity.
- Below Average mind- roll once a month, if successful regain 1d4 Sanity, an unexpected success also removes a permanent insanity.
- Once a mind has been brought up to a higher level of Sanity, the psychiatrist can attempt to remove 1d2 permanent insanities. Check once a month per insanity attempting to remove and a success indicates the removal of the permanent insanity. An unexpected success means the removal of an extra insanity while an unexpected failure means that the subject gains another permanent insanity.

THE VACYGE

THE COMMENTARY

"To be honest, we don't know much about the Vacyge except that they enter a dreaming mind and drive it stark raving mad. You already know something about them, their goals, and their Shroud. Through much observation and experience, I've learned a little bit more.

By observing their tactics, I have discovered distinct ranks or strata of organization. Note that I have named them after human ranking for ease of understanding, for only their alien minds know exactly where they fit in.

The lowest rank observed is the Soldier. Soldiers are roughly equal in power to an average Dreamwalker and sometimes have difficulty hiding themselves.

The next rank is the Lieutenant. Lieutenants are roughly equal in power to a seasoned Dreamwalker and are proficient at remaining hidden. Wherever there are Soldiers there is at least one Lieutenant.

Above the Lieutenant lies the Captain, who is match for two Dreamwalkers alone. Captains are none too common and can be hard to find when they do appear.

The Lord is the highest ranking Vacyge observed. Woe to the Dreamwalkers who encounter a Lord, for he is more powerful than three of us and always commands a retinue of the lower ranks. A Lord is difficult to unmask unless it wishes to be seen."

THE TRUTH

The Vacyge appear to be made of solid shadow, with wild hair, glowing red eyes, and long claws. They basically resemble humans with both male and female sexes, but with no observable genitalia. Furthermore, they appear to be equally as intelligent and individual as humankind, but don't appear to use any specific technology of their own.

Their origin is unknown. Some say they have always been there, created in the dream world and existing as a bane to humans. Others say that they are the essence of nightmares manifested in a true form. Still others claim that they are the products of twisted and perverted creative minds brought to life by their will and vivid imaginations. The only certainty is that they only exist in the dream world and can only interface with the real world using a human body as a host.

A timeless threat, the Vacyge have existed for centuries. In that time, they have turned sane





people into raving lunatics and destroyed peaceful slumber for still more. Seeing as they have not destroyed humanity yet, they are either a cautious, limited, or dying race. They do not risk themselves needlessly and have no wish to die any more than you or I do.

Although not privy to most, the Vacyge are not a race without motives. Rather than simply corrupt and destroy sanity randomly, they do it out of necessity. Humanities fear, despair, and suffering are the meat and potatoes of the Vacyge; they feed off of these emotions and must actively seek to create them to survive. At the point where their world interfaces with ours, they can easily torment us at our most vulnerable time: when we are asleep and dreaming. That does not stop them from entering our world and doing the same when they can.

Driving the Vacyge from a mind is not an easy task, but there are ways. The Vacyge prefer to use their powers to stay hidden and feed. They will only attack Dreamwalker if they have become a major threat to their goals or if they clearly have the upper hand. If a Dreamwalker wanders off by himself he is a prime target. To defeat the Vacyge through methods other than brute force requires some clever work. Following are a few ways to drive off the Vacyge:

1. Brute Force- The Vacyge will leave once they have taken substantial losses.
2. Help Dreamer- The Dreamwalkers help the Dreamer fend off the nightmares and overcome his fears. The Vacyge then lose their footing and leave for greener pastures.
3. Sanity- The Vacyge will not attack or remain in a mind with a Sanity score greater than 75.

Vacyge tactics are simple: find out what scares the Dreamer the most and exploit and pervert his dreams to the fullest. The Vacyge are twisted and sneaky and are very good at finding out what scares you.

THE VACYGE IN THE GAME

Now that you know more about the Vacyge we'll give you of their game statistics. The following game statistics are relevant for the Vacyge:

•Attributes- Command, Imagination, Intellect, Perception, and Stability

- Derived Attributes- Shock, Psyche
- Skills- Any skill may have been picked up on in another's dreams.
- Powers

The Soldier

The weakest of the Vacyge, soldiers have an average of 30 points to distribute among their attributes with a maximum score of 12, thus determining their Shock from there. They have an average of 32 points to distribute among skills and a Psyche rating from 14 to 18.

The Lieutenant

Lieutenants have an average of 35 points to distribute among their attributes with a maximum score of 13, and have an average of 42 points to distribute among skills. They have a Psyche rating ranging from 18 to 24.

The Captain

Captains have an average of 45 points to distribute among their attributes with a maximum score of 14. They have an average of 52 points to distribute among skills and a Psyche rating ranging from 24 to 35.

Lords

Lords are by far the most powerful of the known Vacyge, and have an average of 52 points to distribute among their attributes, with a maximum score of 15, and an average of 65 points to distribute among skills. They have a Psyche rating ranging from 35 to 50.

THE POWERS OF THE VACYGE

Like Dreamwalkers, the Vacyge have powers they can use within dreams. They have a number of points to assign to the ratings of their powers equal to their Psyche ratings.

Each power listed here has a description of the power, its Psyche cost, its duration, and how powerful the Vacyge must be to use it. A Soldier designation after the power's description means that any Vacyge can have it, a Lieutenant designa-

tion means that Lieutenants, Captains, and Lords can have it, etc.

All Vacyge powers are linked to the attribute Stability.

For ease of reference, the powers are listed in alphabetical order. Unless noted, the Vacyge must be in the presence of the person it wishes to affect.

Animate

Animate allows the Vacyge to utilize its strong connection to the nightmare and conform the dream to its will. Each time it is used, the Vacyge can animate an normally inanimate portion from

within the dream world. For example, the Vacyge causes a large monstrous hand to mold out of the floor and grasp a Dreamwalker or it causes the hand railing on the stairs to coil around the dreamer.

Animate costs 5 Psyche each time it is used and the effects last 10 minutes of real time. Animate can be used on any object within sight, and usually causes a Fear check.

"Nice dreads."

-a short lived smart
alec Dreamwalker

(Captain)

Animate Shadow

Animate Shadow allows the Vacyge to manipulate, mold, and animate shadows. Each time it is used, the Vacyge can animate a normal shadow within the dream world. For example, a Dreamwalker is backing away from a Vacyge toward a wall. The Vacyge uses Animate Shadow to shape one of the shadows on the wall into a sharp spike which the Dreamwalker will hurt himself on.

Animate Shadow costs 5 Psyche each time it is used and the effects last 10 minutes of real time. Animate Shadow can be used on any object within sight, and usually causes a Fear check. (Captain)

Beacon

A dangerous power, Beacon has variable effects based on the user's power level:

- When used by a Lieutenant, Beacon acts a communication device allowing it to psychically

communicate with other Vacyge outside the Shroud.

- In the hands of a Captain, it allows it to call for reinforcements in the form of one Lieutenant and 1d4 Soldiers which arrive in 15 minutes of real time.

- Wielded by a Lord, Beacon is truly terrible. The Lord can summon one Captain, one Lieutenant, and 2d4 Soldiers for reinforcements which arrive in two waves each 15 minutes over the next 30 minutes of real time.

Beacon costs 3 Psyche when used by a Lieutenant, 10 Psyche when used by a Captain, and 15 Psyche when used by a Lord and can only be used once in each mind to call for reinforcements. (Lieutenant)

Brand

Discovery of one's real identity is a fear of any Dreamwalker. Brand helps actualize those fears. A Lord can Brand a Dreamwalker by touch so that he "glows" to any Vacyge, both dream Vacyge and those who have entered the real world. The practical upshot of which is that any Vacyge who sees a Branded Dreamwalker knows him as such.

Brand costs 10 Psyche for each use but fades with time. The "glow" usually lasts for one month of game time. Additionally, Brand causes 1d4 Sanity loss as the victim becomes constantly paranoid. (Lord)

Deliquesce

A Captain or a Lord can cause a Dreamwalker's psychic body to dissolve into a gelatinous mass of quivering flesh. Deliquesce only does 1d4 Shock per turn, but is terrifying and immobilizes the Dreamwalker. If the target has a Stability above 8, Deliquesce becomes a hard task.

Deliquesce lasts 3 turns as the target dissolves and takes Shock damage, and another 5 minutes of real time while the Dreamwalker's psychic body slowly reforms for a total of 10 minutes of terror. Each real minute that Deliquesce is in action, the target must make a hard Fear check until he fails. Effects that cause him to try to run don't work as his legs are turning to mush. Deliquesce causes 1d12 Sanity loss. Deliquesce costs 5 Psyche to use. (Captain)

Direct

Using Direct, a Vacyge can coordinate an action of its underlings allowing them to eliminate any one failure on any one die that it is in effect. This action must be definite and stated in order for direct to take effect.

The Lieutenant Directs two of its Soldiers to distract a group of Dreamwalkers and report back. Direct would eliminate any one failure taken during that course of action, either distracting or retreating.

Each use of Direct costs 1 Psyche, but can be used on multiple subjects for multiple uses. Direct can be banked for up to 10 uses. (Lieutenant)

Continuing the example above, the Lieutenant Directs both of its Soldiers thoroughly and spend 5 Psyche on each of them. For a total of 10 Psyche, the Soldiers can now eliminate a total of 5 failed dice each during that course of action.

Don't Judge a Book...

Don't Judge a Book... cleverly disguises a dream pocket by placing an illusion of normality skirting the edge of the Shroud. When the Dreamwalkers first enter, they first enter the region that Don't Judge a Book... creates. It is not Shrouded and appears to be a normal dream except for the absence of a Dreamer. Since it is not Shrouded, they can leave at will. If the Dreamwalkers choose to press further, they will pass through the Shroud and enter the real dream.

Don't Judge a Book... costs 10 Psyche to use, and lasts for 2 hours game time. (Lord)

Note to Gamemasters: Think carefully before this power is used. It may throw your group completely off track. On the other hand, they should be powerful to even think of tackling a Lord so they may be much harder to stump than that.

Doppelgänger

What would you do if you met yourself? Once the Vacyge has talked with the target, it has enough of a psychic impression that it can create an exact duplicate of the target right down to skills, powers, and basic personality. The Doppelgänger does not have the memories of the character and can be discovered if thoroughly questioned. Com-

pletely loyal to the Vacyge, the Doppelgänger can be a dangerous plant in any group or a disconcerting sight when the target meets himself.

To create a Doppelgänger costs 10 Psyche and it remains in existence for 2 hours of real time. The Vacyge can replenish a Doppelgänger if it chooses but must touch the Doppelgänger first. The target must make a Fear check if he meets himself. (Lieutenant)

Fanatic

Using Fanatic, the Vacyge explodes into a wild berserker frenzy. It immediately doubles its Shock and doubles the number of attacks it can make in a turn. Any damage taken to these "temporary" extra Shock disappear when Fanatic wears off, and only those wounds taken to "real" Shock remain.

Fanatic costs 5 Psyche and lasts for 5 turns standard, but takes another 2 turns to wear off while the Vacyge pants and shakes and slowly regains control. (Soldier)

Fear

Because the true form of the Vacyge is alien, it inspires fear in those who see an unmasked Vacyge. If a Vacyge reveals its true alien shadow form, each viewing Dreamwalker must a hard check for Fear Effects. This must be checked each time a Vacyge reveals itself as the threat and fear builds, although if a whole group unmask themselves at once only make one check.

Fear has no cost. (Soldier)

Heart's Desire

Using this power, the Vacyge can play upon a target's greatest desires. If it is for a person, the Vacyge becomes an image of that person. If it is an object, the nightmare gladly accommodates. Heart's Desire can be used as a distraction, as bait, to confuse, to bribe, or anything else of which you can think.

Heart's Desire lasts 5 minutes of real time and costs 3 Psyche each time it is used but can be renewed by spending more Psyche. Heart's Desire can be used on any target within sight. (Captain)

Improbability

This power allows the Vacyge to calculate all the possible outcomes and probabilities involved in a future course of action by a group of Dreamwalkers. Improbability then causes the least probable outcome to happen. Improbability cancels Probability or causes the group of Dreamwalkers to fail at on any one die during that course of action.

The Lieutenant predicts that sometime during the dream a confrontation will occur. He then uses Improbability to analyze all of the possible tactics that the Dreamwalker will use and sets their least effective plan in action. When the Dreamwalkers do attack, they will find themselves failing in their action.

Improbability costs 2 Psyche each time it is used and only lasts for the first turn of the opponent's course of action. Up to five uses of Improbability can be banked or stored up for use. (Lieutenant)

Know the Real

Using this power, the Vacyge can divine the presence of Dreamwalkers. When a Construct is suspected to be a Dreamwalker, the Vacyge uses Know the Real, and if the power is successful, the Dreamwalker is revealed as such to its eyes alone.

Know the Real simply reveals a Dreamwalker and costs 3 Psyche with each use. Normally Know the Real is sight based, but touching the target lowers the difficulty of the task to easy. (Lieutenant)

Leery

While the effects of Leery are minor, they can cause Dreamwalkers to waste a precious time and Psyche. Once utilized, Leery causes the Dreamwalkers to feel uneasy and paranoid as they begin to suspect anything of being a Nightmare.

Leery lasts for 5 minutes of real time and costs 1 Psyche each time it is used. Targets must be in sight for the Vacyge to use Leery. (Soldier)

Limelight

Once a Vacyge has identified a Dreamwalker as such, he can tag him for all other Nightmares to see. By touching the Dreamwalker and using Limelight, the Vacyge causes any variety of effects to

occur that positively make the Dreamwalker stand out, such as a spotlight descending, a dunce cap, a sign slapped on his back reading "Kick me, I'm a Dreamwalker," or etc.

Limelight costs 2 Psyche per use, lasts for 5 minutes of real time and its effects are limited only by your imagination. (Soldier)

Maelstrom

Maelstrom creates a temporary hole in both the Shroud and lets the Dreamer natural dream chaos flood in. The effects of Maelstrom are impressive. All scenery continually melts and reforms and dream scenes shift by the dozens as the Dreamer's mind attempts to right itself. All beings caught within the Maelstrom are completely disorientated and most are split up and lost. The practical upshot of which is that nobody, Nightmare, Dreamwalker, or Dreamer, has any idea of what happened or where they are.

Maelstrom costs 5 Psyche and lasts for 1d6 turns, half of which is actual Maelstrom and half of which is the Shroud righting itself again. (Lord)

Mend The Nightmare

Using this power, the Vacyge can close an opening in the Shroud created by a Dreamwalker. This is not permanent, and the Overconscious Aspect Dreamwalker can Pierce the Nightmare again once the former hole is closed.

Mend The Nightmare costs 2 Psyche each time it is used. (Captain)

Mindfuck

A Captain or a Lord using Mindfuck can reduce a Dreamwalker to a useless depressed idiot. Somehow Mindfuck dredges up a terrible or traumatic memory and breathes life into it. Poof, an instant replay of a bad memory which may put a Dreamwalker out of commission for a while.

Mindfuck costs 5 Psyche to use and acts itself out for 5 minutes of real time. The Dreamwalker

must make hard checks of Stability each real minute or must stop and act out with the memory and be hurt all over again. Mindfuck requires quite a bit of real roleplaying. (Captain)

Misfortune

Because of their strong connection with the nightmare, a Vacyge can cause the dream world to change to slightly inhibit any target. For example, a Dreamwalker is fleeing down a flight of stairs and the Vacyge uses Misfortune. Something is laying on the stairs causing the Dreamwalker to trip and fall.

Misfortune is used only to create minor effects and costs 1 Psyche with each use. (Lieutenant)

Neuron Leap

Using Neuron Leap, the Vacyge can create a Gate between dreaming minds. Neuron Leap also allows it to locate a specific mind and leap to it.

Dreamwalkers are not normally easily identified as such, so Vacyge don't immediately leap to a Dreamwalker mind.

Neuron Leap allows the Vacyge to transfer any number of beings at the cost of 1 Psyche per being. (Soldier)

Our Will Alone

Dreamwalkers have a nasty habit of changing the terrifying scenery inside the Shroud. So it is only right that the Vacyge can change it back. Each use of Our Will Alone reverses the effects of any use of Molding that has occurred within sight.

Our Will Alone costs 5 Psyche each time it is used. (Captain)

Pervert

A primary tool of the Vacyge, Pervert causes an element in the dream to go bad. For example, a man cuts himself shaving and looks in the mirror. His face is horribly mutilated and is gushing blood. Or a group is eating a meal and suddenly the

"I have seen him. His eyes glowed in the moonlight. Red as blood. He was dark as night, black as my heart. He has come. His time is now!"

-the Vacyge destroy yet another mind.

dreamer looks down and realizes he's eating maggots while no one else seems to notice.

Pervert creates any number of localized terrifying effects, costs 2 Psyche with each use, causes a Fear check normally, and many times causes a reduction in Sanity. The effects of Pervert are only limited to how twisted you are. (Soldier)

Puppetmaster

No one's body is wholly their own in the presence of some Lords. Puppetmaster allows a Vacyge Lord to take over and manipulate a target's body as if his body were its puppet. If the character has a Stability higher than 9 this is a hard task. Conversely, it is an easy task if his Stability is below 5.

Puppetmaster costs 5 Psyche to use and lasts for 1d12 minutes of real time. The target is fully aware of what is happening to him, but unable to control his actions. (Lord)

Red Herring

Using this power, Dreamwalkers can be led astray by false evidence. Red Herring creates a multitude of effects, each one misleading as to the location of the Vacyge and their plots.

The Vacyge Captain uses Red Herring and causes a Construct to now register and act as a Vacyge. The Dreamwalkers may now follow it, attack it, etc.

Each use costs 3 Psyche and causes the Game-master to plant one false lead or one false bit of information to lead the players off track. (Captain)

Note: Watch how you use Red Herring. It can add hours to your play time.

Shadowdance

Shadowdance allows the Vacyge to blend into a person's shadow and make that shadow attack. Because of the fusion, the Vacyge's attack rolls are now all easy and the person's attack rolls are all now hard. Additionally, there is no retreat from your own shadow.

Shadowdance costs 5 Psyche for 5 turns of combat, can be renewed, and can be dispelled by a bright flood of light. (Soldier)



Shadowwalk

Shadowwalk allows the Vacyge to literally blend in with any shadows present. It appears to leap from shadow to shadow and is invisible while cloaked within. Any attempt to discern a Vacyge in the moment it is leaping to the next shadow is hard.

Shadowwalk costs 2 Psyche to use and lasts 5 minutes of real time. (Soldier)

Tap the Shroud

Similar to Psycheleech, Tap the Shroud allows the Vacyge to draw power directly from the Shroud itself. Each use allows the Vacyge to draw 1d12 Psyche, with a minimum of three, to be used by it or distributed to others.

Tap the Shroud costs 3 Psyche to use. (Captain)

The Hidden

Using The Hidden, the Vacyge becomes integrated with the dream and will not be recognized as unusual by any Constructs or Dreamwalkers. It is

effectively a Construct to any outside observers and will be treated as such. The Gamemaster should now draw as little attention to the Vacyge as possible.

The Hidden costs 3 Psyche to use and lasts 10 minutes of real time unless it does something that positively identifies it as a Vacyge. (Soldier)

Theatre of Terror

It knows what you're afraid of. The Theatre of Terror causes a target's worst phobia to manifest itself. Hard Fear checks will be required and any variety of very entertaining reactions can occur.

Lasting for 5 minutes of real time, Theatre of Terror costs 3 Psyche to use. A target must make a hard Fear check each real minute until the time runs out or an Effect takes place. (Captain)

Transformation

Transformation performs exactly as the Dreamwalker power, allowing the Vacyge to shift from its natural form.

Use the Psyche cost table for transformation in Chapter One. (Soldier)

Wrath

When the Vacyge are forced to retreat from a mind, they often try to make life as miserable as possible for the Dreamwalkers that defeated them. Wrath allows a Captain to literally rip the Shroud out from around the dreaming mind and let its natural chaos flood in. The Dreamer is unaffected, but any remaining Nightmares or Dreamwalkers now face an imminent danger. Wrath causes 1d12 Shock and relocates and splits up nearly everyone involved but does not eject them into the Interstices.

Wrath costs 10 Psyche and its effects are spread out over 1d6 turns. (Captain)

The Shroud

In order to properly invade a mind, the Vacyge must wrap the Shroud around it. This requires the work of several Vacyge in concert. Costing 50 Psyche, wrapping the Shroud creates a Vacyge nightmare which lasts until it is destroyed.

Once the Shroud is wrapped around a mind it remains until removed. During the Dreamers waking hours, the Vacyge retreat back into the Shroud which remains in the Interstices waiting for the Dreamer's dream pocket to return.

THE LIKAER

THE COMMENTARY

"The Likaer can be more dangerous to encounter than the Vacyge because sometimes you don't want to send a Likaer home. Not outright harmful, the Likaer can be difficult to identify when they first enter a dreaming mind.

The Likaer apparently feed on the raw emotions they cause in their victims. Likaer dreams start off being good dreams of self-actualization. Eventually they degrade to deeper pits of self-gratification, both pain and pleasure.

The Likaer tend to be easy to spot once their presence is identified. They almost invariably appear as incredibly attractive members of the sex opposite that of the Dreamer. What's worse is that they can start to tempt you too. Many a Dreamwalker has fallen prey to a Likaer whose face and figure could have launched more than a thousand ships."

THE TRUTH

The Likaer's true forms appear as humanoid but with insanely large and toothy grins. Their macabre appearance has been likened to a demented harlequin, but they are rarely seen as such. They prefer to appear as unbelievably beautiful humans of either sex for it is much more efficient to help them achieve their goals.

Easily as intelligent as humans, the Likaer exist only in the dream world. They have shown use of no technology of their own, and have shown no evidence of crossing over to the real world. The Likaer are normally solitary.

Once inside a dreaming mind, the Likaer firmly root themselves. They set the dream up to their liking, create and control their own Constructs, and begin to work. They become difficult to remove from a mind for two reasons. First, they

control many Constructs so it seems as if the Dreamer's mind itself is attacking the Dreamwalkers. Second, often the Dreamer likes what he's been seeing and as a result won't want the Likaer driven off.

The truth is that the Likaer do feed off of the pleasure and pain they cause. The more inhuman the pleasure or pain the more satiated the Likaer becomes. They start out slow so as not to drive the Dreamer insane with pleasure or pain. From there it is all downhill as the Dreamer becomes more and more jaded. The ultimate goal of the Likaer is to have its temptations carried over into the real world, where it will achieve its greatest high.

The Likaer are similar to felines. They like to play, toy, and tease and can bore easily. Also like felines, they get nasty when they like their plaything.

A Likaer can be driven off if one knows how. The Likaer are not easily threatened and therefore do not try too hard to remain hidden. Following are a few ways to drive off the Likaer:

1. Brute Force—The Dreamwalkers can kill it.
2. Nuisance—The Dreamwalkers can become such a nuisance that the Likaer decides to move off to greener pastures.
3. Bait—They can bait the Likaer with a more attractive victim. The Dreamwalkers now have a new target to help.
4. Bore—The Likaer gets bored and goes off to find a new plaything.

For some strange reason, the Likaer and Subconscious Aspect Dreamwalker's are drawn together. If the Likaer is going to pick a Dreamwalker to seduce within a dream, it will be any Subconscious Aspects even before simply the most attractive of the group.

Likaer tactics are simple: tempt the victim to new, inhuman, and insane levels of self-gratification. They are good at finding out what you like or have always wanted and are willing to give it to you—and more.

THE LIKAER IN THE GAME

The following game statistics are relevant for the Likaer:

- Attributes—Command, Imagination, Intellect, Perception, and Stability
- Derived Attributes—Shock, Psyche
- Skills—Any skill may have been learned in another's dreams.
- Powers

Inexperienced Likaer

The weakest of the Likaer, inexperienced Likaer have an average of 35 points to distribute among their attributes up to a maximum of 13 and have an average of 62 points to distribute among skills. They have a Psyche rating ranging from 20 to 28.

Experienced Likaer

Experienced Likaer have an average of 45 points to assign among their attributes up to a maximum of 14. They have an average of 72 points to distribute among skills and a Psyche rating ranging from 28 to 40.

Jaded Likaer

The most powerful and sinister of the Likaer, Jaded Likaer have an average of 52 points to distribute among attributes up to a maximum of 15, and have an average of 85 points to distribute among skills. They have Psyche ratings ranging from 40 to 60.

"Oh God, Don't Shoot Her!"

- A young Dreamwalker first meets the Likaer

THE POWERS OF THE LIKAER

Just like Vacyge or Dreamwalkers, the Likaer have their own brand of powers at their disposal. They have a number of points to assign to the ratings of their powers equal to their Psyche ratings.

All Likaer powers use Command as their governing attribute.

Each power listed here has a description of the power, its Psyche cost, its duration, and how powerful the Likaer must be to use it. An Inexperienced designation after the power's description means that any Likaer can use it, while a Jaded designation after the description means that only Jaded Likaer can use the power.



For ease of reference, the powers are listed in alphabetical order. Unless noted, the Likaer must be in the presence of the person it wishes to affect.

Carnal Desire

Carnal Desire allows the Likaer to arouse the sexual libido of its target. The target is overcome with sexual desire for the Likaer and will now actively pursue it for this end. Anyone overcome with Carnal Desire will not attempt to hinder the Likaer unless a successful Stability roll is made when the situation arises.

Carnal Desire costs 2 Psyche to use and lasts for 5 minutes of real time. (Inexperienced)

Control Construct

Once the Likaer has either created or met a Construct, it can use this power to control the basic behavior and actions of the Construct. Control Construct effectively turns the Construct into a lackey or henchman for the Likaer.

Control Construct costs 2 Psyche and lasts for one hour. The power can be instantly be extended if the Likaer wishes. (Inexperienced)

Create Construct

An Experienced Likaer can create brand new constructs of its own. These Constructs have a specific form and function, but are independent unless the Likaer uses Control Construct as well.

Create Construct costs 3 Psyche to use, and the Constructs last as long as any other Constructs do. (Experienced.)

Delusion

Using Delusion, the Likaer can cause the Dreamer to turn into another person more to his liking. For instance, the Dreamer is normally overweight. Delusion causes him to be trim and fit. Or the Dreamer is old and ugly. Delusion causes him to be young and handsome.

Delusion costs 1 Psyche and lasts for 30 minutes of real time. (Inexperienced)

Direct

Using Direct, a Likaer can coordinate an action of its Constructs allowing them to eliminate any one failure on any one die that it is in effect. This action must be definite and stated in order for direct to take effect.

The Likaer Directs two of its Constructs to distract a group of Dreamwalkers and report back. Direct would eliminate any one failure taken during that course of action, either distracting or retreating.

Each use of Direct costs 1 Psyche but can be used on multiple subjects for multiple uses. Up to 10 uses may be stored at once. (Experienced)

Disorientation

Much akin to drunkenness, Disorientation causes a bizarre sense of detachment from the body and a general lack of control. Disorientation causes any targets within a 30 foot radius to suffer its effects and lose one success number from all tasks they attempt. Additionally, moving becomes difficult as the target's equilibrium is shot to hell.

Disorientation cost 1 Psyche to use and lasts 2 minutes of real time. Disorientation can be renewed by spending more Psyche. (Inexperienced)

Harmless

Using Harmless, the Likaer appears to be completely innocuous. It is effectively a Construct to any outside observers and will be treated as such. The Gamemaster should now draw as little attention to the Likaer as possible.

Harmless costs 3 Psyche to use and lasts 10 minutes of real time unless it does something that positively identifies it as a Likaer. (Inexperienced)

Heart's Desire

Using this power, the Likaer can play upon a target's greatest desires. If it is for a person, the Likaer becomes an image of that person. If it is an object, the nightmare gladly accommodates. Heart's Desire can be used as a distraction, as bait, to confuse, to bribe, or anything else of which you can think.

Heart's Desire lasts 5 minutes of real time and costs 3 Psyche each time it is used, but can be renewed by spending more Psyche. Heart's Desire can be used on any target within sight. (Inexperienced)

Know the Real

Using this power, the Likaer can divine the presence of Dreamwalkers. When a Construct is suspected to be a Dreamwalker, the Likaer uses Know the Real, and if the power is successful, the Dreamwalker is revealed as such to its eyes alone.

Know the Real simply reveals a Dreamwalker and costs 3 Psyche with each use. Normally Know the Real is sight based, but touching the target lowers the difficulty of the task to easy. (Experienced)

Leery

While the effects of Leery are minor, they can cause Dreamwalkers to waste a precious time and Psyche. Once utilized, Leery causes the Dreamwalkers to feel uneasy and paranoid as they begin to suspect anything of being a Nightmare.

Leery is caused by the Likaer's true form and costs no Psyche to use.

Misfortune

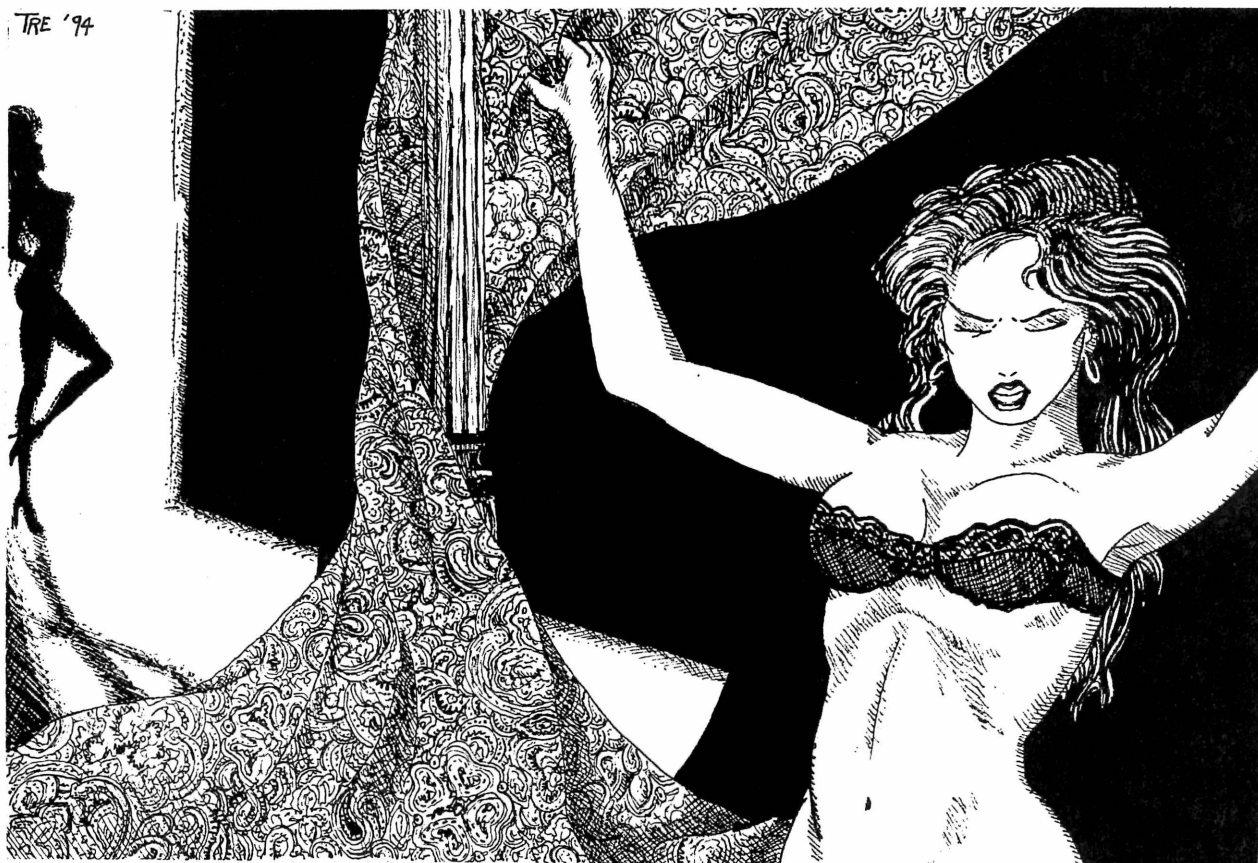
Because of their strong connection with the nightmare, the Likaer can cause the dream world to change to slightly inhibit any target. For example, a Dreamwalker is fleeing down a flight of stairs and the Likaer uses Misfortune. Something is laying on the stairs causing the Dreamwalker to trip and fall.

Misfortune is used only to create minor effects and costs 1 Psyche with each use. (Experienced)

Network

A tool for information, Network allows the Likaer to link all of its controlled constructs together into a psychic relay. The effect is that anything a Networked Construct knows, its controlling Likaer knows.

Network costs 5 Psyche to use and lasts for one hour of real time. Network can be renewed. (Experienced)



Neuron Leap

Using Neuron Leap, the Likaer can create a Gate between dreaming minds. Neuron Leap also allows it to locate a specific mind and leap to it. Dreamwalkers are not normally easily identified as such, so Likaer don't immediately leap to a Dreamwalker mind.

Neuron Leap allows the Likaer to transfer any number of beings at the cost of 1 Psyche per being. (Inexperienced)

Pleasuredome

Pleasuredome is akin to the Vacyge Shroud. Encasing the dream, Pleasuredome creates a dome over the dream that allows the Likaer control. Pleasuredome is used to create scenes of incredible and unimaginable pleasures for the Dreamer to partake of. The scope of the Pleasuredome is limited only by the Likaer behind it.

Pleasuredome costs only 5 Psyche to use, but must be renewed every night. (Inexperienced)

Reinforce

Rather than reinforce as in backup, Reinforce is used to create a feeling of positive reinforcement an action. Whenever the victim performs an action that the Likaer wanted him to, it can use Reinforce. The victim is now twice as likely to do it again. It is in this way that the Likaer persuade their victims to continue deeper and deeper.

Reinforce costs 3 Psyche and its effects last for one week of real time. Additionally, the victim loses 1 Sanity each time Reinforce is used. (Inexperienced)

Sensory Overload

Sensory Overload affects only one target, but is debilitating in its own right. The Likaer can cause a target's senses to amplify to an incredible level. The target is now deafened by most sounds, blinded by most light, hurt by most clothes, etc. The only thing a target wants to do is curl up in a ball in a quiet dark room alone.

Sensory Overload costs 3 Psyche and lasts for 5 minutes of real time. (Experienced)



Succubus

Rather than simply creating a Construct, Succubus allows the Likaer to create a Construct that is an incredibly attractive member of the opposite sex to tempt a victim. Once alluring the victim to a tryst, the experience with the Succubus is overwhelming and it does things that are too incredible to mention. Overall, it takes the target out of action for a while and the mind-numbing experience costs the target 1d6 Sanity.

Succubus costs 4 Psyche and lasts for 1 hour of real time. Succubus can be renewed after its duration has ended. (Experienced)

Temptation

More aggressive than any other tool, Temptation presents the target with something he wants to have or do but quite definitely knows he shouldn't. The internal conflict boils up as indecision wracks the target's brain. Anyone with a Sanity greater than 40 will not immediately give in to Temptation but will attempt to resist. This costs 1d6 Sanity. Anyone with a Sanity lower than 40 will instantly give in only costing them 1d2 Sanity.

Temptation costs 4 Psyche to use and can only be used once on any given target in a night. (Experienced)

The Demon

The Demon allows the Likaer to unleash the base and animalistic side in its target. The target now gives in to its most base and immediate desires and goes on a rampage of self-gratification. A hard Stability test is necessary to resist its effects.

The Demon costs 3 Psyche to use and lasts for 10 minutes of real time. (Experienced)

Thief Of Hearts

A Jaded Likaer can literally steal a victim's heart and make him fall madly in love with it. All that needs to be done is for eye contact to be made and a successful Thief of Hearts test to be made, and the victim is now totally in love with the Likaer. He will do anything within his power to help and protect it and will in no way consider harming it. If a successful hard Stability test is made, Thief Of Hearts is resisted.

Thief Of Hearts costs 5 Psyche and lasts for one hour. Thief Of Hearts can be renewed, but each renewal allows the victim another Stability test to resist its effects.

Torturedome

The partner to Pleasuredome, Torturedome creates an environment of insane and inhuman torture, pain, and suffering. Walking the very fine line between pleasure and pain, Torturedome's scope is only limited by the Likaer behind it.

Torturedome costs only 5 Psyche to use but must be renewed every night. (Inexperienced)

Transformation

Transformation performs exactly as the Dreamwalker power, allowing the Likaer to shift from its natural form.

Use the Psyche cost table for transformation in Chapter One. (Inexperienced)

Voices In My Head

Voices In My Head allows the Likaer to plant post-hypnotic suggestions relating to a dream's





activity that cause the victim to carry them out in the real world. The suggestion must relate to something that the Likaer has consistently been tempting the victim with and the victim must have been reduced to a Sanity below 40.

Voices In My Head costs 5 Psyche to use and only carries over into the following day. (Jaded)

A Likaer has been tempting William with recurring dreams of his successful first bank robbery. It uses Voices In My Head and plants the suggestion for William to not go to his accounting job and go rob the bank instead. William's Sanity has been reduced to a 35 through the Likaer's efforts and he goes and robs the bank.

Warp

Warp allows the Likaer to start rewriting the target's personality traits to something more its preference. If Warp is successful, the Likaer can pick one of the targets personality traits and reduce its dominance one level. Once its dominance is wiped out, the Likaer can replace it with a new trait at Observable. A successful test versus Stability will save the target. Once Warped, the target can either live with his new personality or seek serious psychological help.

Warp costs 3 Psyche to use, but once it is resisted by a successful Stability test, the Likaer must wait for another night to try again. (Jaded)

THE ILKUZAHN

THE COMMENTARY

"The Ilkuzahn are perhaps the most frightening of any of the Nightmares I have encountered. They not only cruise the Interstices of the dream world, they find a host and enter into our world. Once here the horror truly begins.

The Ilkuzahn normally appear as huge hulking monstrosities with sharp claws, a gaping maw, and unblinking eyes. But once in this world they can take on the guise of humans. But only those whom they've killed.

Beware the Ilkuzahn. They may not seem intelligent, but they are more than a match for five of us. How do you think I lost my arm?"

THE TRUTH

The description above is very accurate. They are huge monstrosities with an impressive array of offensive weaponry and black, unblinking eyes. They have no external genitalia so it is impossible to tell whether or not there is more than one sex. Ilkuzahn are primarily solitary.

The Ilkuzahn "swim" the Interstices and enter dream pockets when it is time for them to hunt. When they pass through a dream and enter into the real world, they leave behind a lingering haze in their wake that remains as long as the host is being used. They then form in the area where the host is sleeping. While forming, an electrical effect occurs like arcs of electricity in the air, making no noise but leaving an ozone odor and shedding light. Once in the real world, the Ilkuzahn will not or allow the harming of its host.

The Ilkuzahn are not intelligent, but they are clever and highly instinctive. They do display incredible learning capabilities which help them adapt and hunt in this world.

The true goal of the Ilkuzahn is the simplest of any of the Nightmares: food. They must appear in this world at least once a month to eat and they prefer human flesh. Many hang around longer. As an adaptation, the Ilkuzahn can take on the form of any they kill. This form is indistinguishable from the real item except for two things— the Ilkuzahn *will* never blink nor talk.

One other bit of strange behaviour exhibited by the Ilkuzahn is that they will not attack a sleeping person. It has been theorized that this is out of deference being that they may be another Ilkuzahn's host.

There are two ways to defeat an Ilkuzahn: brute force and brute force. They are susceptible to normal weaponry but can take a lot of punishment before expiring. Another alternative is to wait in the hosts dream pocket and fight the Ilkuzahn there. The final alternative is to kill the host thereby banishing the Ilkuzahn to the dream world. It isn't dead but at least its gone.

THE ILKUZHAIN IN THE GAME

Ilkuzahn have the following variable attributes and skills:

- Perception of 8-11
- Stability of 14-15
- Agility of 8-10
- Endurance of 14-15
- Strength of 14-15
- Psyche of 20-30
- Shock of 100-120
- Health of 100-120
- Alertness, Fighting, and Dodge Skills of 8-12
- Claw Damage— 1d6
- Bite Damage— 2d6

THE POWERS OF THE ILKUZHAIN

Like any Nightmare, the Ilkuzahn have certain powers at their disposal. Usable both within the dream world and without, the Ilkuzahn are very dangerous. They have a number of points to assign to the ratings of their powers equal to their Psyche ratings.

All Ilkuzahn powers are based off of Stability.

For ease of reference, the powers are listed in alphabetical order. Unless noted, the Ilkuzahn must be in the presence of the person it wishes to affect.

Bond of Silence

In order to maintain secrecy, the Ilkuzahn can silence the hosts family members. If the Ilkuzahn is witnessed forming or leaving by a member of the hosts household, it can enact a Bond of Silence. If the Bond of Silence is successful, the member cannot talk or write about the presence of the

Bang...Bang..Boom...Boom...
Bahdooom...
Budda-Buddha-Budda..
Thwip...Boom...Boom...Bang...
Bahdooom....
Kerblam...Blam....Blam...
Budda-BuddaBudda...
Bang...Bang..Boom...Boom...
Budda-BuddaBudda...
Spadoom...
Kerblam...Blam....Blam...
Click...Click...Click...
RUN!!

-Typical Encounter with an
Ilkuzahn



Ilkuzahn. He remembers and may want to say something but the Bond prevents it.

Bond of Silence costs 20 Psyche and lasts for one month.

Conceal

Using a form of adaptive coloration, the Ilkuzahn can hide itself either in terrain or in the shadows. They are virtually impossible to spot by casual glance alone. If a person is actively scanning an area, all tests to Alertness are hard. If they are successful, the Ilkuzahn is spotted.

Conceal costs 2 Psyche and lasts for 5 minutes of real time. Conceal can be renewed.

Doorway

Another power the Ilkuzahn can utilize due to their alien nature is the ability to walk through walls. Using Doorway, the Ilkuzahn seemingly walks right through the wall or floor or ceiling. No material has shown any sort of stopping Doorways use.

Doorway costs 3 Psyche with each use.

Evil Eye

When eye contact is made with the unblinking eyes of an Ilkuzahn, a person can be held paralyzed by Evil Eye. Regardless of whether the Ilkuzahn is in true form or not, a test versus Command must be made. If it fails, the victim is held paralyzed. Each minute of real time the victim can test again to try to break loose.

Evil Eye costs 3 Psyche per minute.

Fear

Because the true form of the Ilkuzahn is hideous, it inspires fear in those who see an unmasked Ilkuzahn. When its true form is seen, each of those viewing must a hard check for Fear Effects. This must be checked each time an Ilkuzahn reveals itself as the threat and fear builds.

Fear has no cost.

Plague

The bite of an Ilkuzahn is not pleasant to begin with, but often times it transmits disease as well. Since the Ilkuzahn are not of this world neither are the diseases they transmit. If bitten by

an Ilkuzahn with Plague, roll 1d6 on the following table to determine results:

1- Roll versus Endurance. Failure means death, while success means one week of being bed ridden with a flu type illness.

2- Roll versus Endurance. Failure means paralysis for two weeks, while success means one week of being bed ridden with a flu type illness.

3- Roll versus Endurance. Failure means a walking fatigue reducing all attributes by 25%, while success only means a loss of 1 point on all. Both last for one month.

4- Roll versus Endurance. Failure means permanent blotchy discoloration and one week of violent coughing and vomiting, while success means that the discoloration will leave along with the illness.

5- Roll versus Endurance. Failure means permanent loss of the use of a limb, success means its numb and useless for two weeks.

6- You are now a carrier and everyone you come into physical contact with must roll on this table. Each week, roll versus Endurance. Success means that you are no longer a carrier.

Plague costs no Psyche to use, but not all Ilkuzahn have the power.

Resilience

Resilience causes the Ilkuzahn's skin to toughen into armor. It now takes only half damage from any weapon except fire. Fire still does normal damage.

Resilience costs 5 Psyche and lasts for 5 minutes of real time. It can be renewed.

The Evil Inside

When an Ilkuzahn has killed its prey, it can assume the preys form. The Ilkuzahn now looks just like the prey except that it won't talk and doesn't blink. Most Ilkuzahn have learned how to basically act like a human for purposes of entering populated areas.

The Evil Inside costs 4 Psyche to use and can be used each time a victim is killed. It lasts for one hour and can be renewed. All Ilkuzahn start with The Evil Inside at a rating of 2.

Wallwalk

Using Wallwalk, the Ilkuzahn can scale vertical surfaces with ease and even cling upside down. Not even grease or moisture will inhibit its climbing.

Wallwalk costs 2 Psyche and lasts 10 minutes of real time.

Gate

The Gate is what allows the Ilkuzahn to enter this world. All Ilkuzahn can make Gates and don't need to spend points for a rating. Its physical looks are described above and it costs the Ilkuzahn 20 Psyche to initially create. It lasts for one month before it must be renewed, and the Ilkuzahn is sent back if the Gate is killed.

THE KAIES

THE COMMENTARY

"Undoubtedly the most enigmatic Nightmare encountered, the Kaies remain mostly a mystery to this day. I will tell you what little I know of them.

They enter a mind and consume memories. The dream becomes a broken record as the memory is slowly broken down and consumed by the Kaies. It remains hidden as a Construct. The Kaies start by consuming the good memories so the victim is left with only the bad up until the end. Then he can't remember anything.

The Kaies appear as mists with indistinct yet disturbing features. It is unknown whether they are solitary or whether they work in groups.

THE TRUTH

It is true that very little is known about the Kaies. All of the above information is correct.

The Kaies enter a dream and begin to consume memories. They choose a memory and replay it again and again, and each time something more is missing until all that is left is the Dreamer and the Kaies. Then it moves on to another memory while the Dreamer loses the one just consumed.

The elderly are particularly susceptible to the ministrations of the Kaies. They have large stores of



memories for them to consume, and it has been theorized that the Kaies are the cause of Alzheimer's.

The Kaies are an enigmatic lot to start with, but several ways have been discovered to defeat them:

1. Brute Force— Discover the Kaies and kill it.
2. Impure Memories— If Dreamwalkers enter and start wreaking havoc with a pure memory the Kaies cannot consume it as it is now tainted. The Kaies may leave outright, try again, or try to kill the Dreamwalkers.
3. Remembrance— If the Dreamwalkers use hard physical evidence and work to jog the victim's memory, they may come back. If this continues, the Kaies may become frustrated and leave.
4. Filters— If you drug the victim his memories become tainted as they pass through the filter of the drug. The Kaies will eventually leave, but how long are you going to keep the victim under the influence?

THE KAIES IN THE GAME

The following game statistics are relevant for the Kaies:

- Attributes— Command, Imagination, Intellect, Perception, and Stability
- Derived Attributes— Shock, Psyche
- Skills— Any skills the Kaies may have absorbed. More on that later.
- Powers

Fledgling Kaies

The weaker Kaies fledglings are still young, whatever that means to the Kaies. They have an average of 35 points to distribute among their attributes and have an average of 42 points to distribute among skills. They have a Psyche rating ranging from 20 to 25.

Adult Kaies

Adult Kaies are a terror to behold and have an average of 52 points to distribute among their attributes. They have an average of 104 points to distribute among skills, a Psyche rating of 25 to 50, and may have a host of non-Kaies powers (see Assimilate below).

THE POWERS OF THE KAIES

The Kaies are not without their own powers. They have a number of points to assign to the ratings of their powers equal to their Psyche rating.

All Kaies powers use Command as their governing attribute.

Each power listed here has a description of the power, its Psyche cost, its duration, and how powerful the Kaies must be to use it. A Fledgling designation after a power means that both Fledgling and Adult Kaies can use it, while an Adult designation means that only Adult Kaies can use the power.

For ease of reference, the powers are listed in alphabetical order. Unless noted, the Kaies must be in the presence of the person it wishes to affect.

Arc

The Kaies can control some of the Dreamer's natural psychic energy, using to form large arcs of destructive power. One Arc causes 2d10 Shock and causes the target to lose all actions that round. A Fledgling Kaies can create one Arc in a turn, while an Adult can create two. After Arc is performed, the Kaies is tapped and cannot Arc again for 1d4 turns.

Arc costs 4 Psyche per arc. (Fledgling)

Assimilate

A companion to Steal, Assimilate allows the Kaies to permanently Assimilate the stolen memory. The Kaies can have one power for every point of Psyche it possesses and an unlimited number of skills. The Kaies must have had the Stolen memory for at least 10 minutes of real time.

Assimilate costs 10 Psyche and is permanent. (Adult)

"Jack! Jack, where have you been?"

"You're face is familiar... Wait a minute. Aren't you... No. I can't place it. Do I know you?"

-possibly the Kaies, but we're not sure. We can't remember.

Double Take

Using Double Take, the Kaies can make a target rethink and redo his action. The target loses whatever effects would have happened and must declare his actions again and reroll. Because of the hesitation involved, he loses his actions for the round as well.

Double Take costs 4 Psyche to use and can be used on any one subject before he acts. (Fledgling)

Eat Memory

In order to take control of the dream, the Kaies uses Eat Memory. Eat Memory draws up memories to be played back one by one. Therefore, Kaies dreams tend to be very realistic but are not without their strange twists.

Eat Memory costs 5 Psyche each night. (Fledgling)

Fear

Because the true form of the Kaies is terrifying, it inspires fear in those who see it unmasked. When its true form is seen, each of those viewing must a hard check for Fear Effects. This must be checked each time a Kaies reveals itself as the threat and fear builds.

Fear has no cost.

Forget

The Kaies can easily make a target forget anything. This can be a memory of a person, place, or thing, or how to use a power or skill. Forget can be resisted by a successful hard Imagination test.

Forget costs 3 Psyche to use and lasts for 10 minutes of real time. Forget can be renewed by simply spending more Psyche. (Fledgling)

Mislead

Using this power, Dreamwalkers can be led astray by false evidence. Mislead creates a multi-

tude of effects, each one misleading as to the location of the Kaies and their plots.

The Kaies uses Mislead and causes a Construct to wait around with it when a memory is nearly consumed. The Dreamwalkers may now watch it, attack it, etc.

Each use costs 3 Psyche and causes the Game-master to plant one false lead or one false bit of information to lead the players off track. (Adult)

Note: Watch how you use Mislead. It can add hours to your play time, but may be necessary to help hide the Kaies.

Read Thoughts

Using Read Thoughts, the Kaies can read the surface thoughts of any target. Read Thoughts even works when the Dreamwalkers are speaking through At A Glance. The Kaies can then read any immediate thoughts relating to their current actions, speech, or plans. The target can resist Read Thoughts by making a hard Stability test.

Read Thoughts costs 2 Psyche and lasts for 30 seconds of real time. Read Thoughts can be renewed. (Fledgling)

Steal

Similar to Forget, Steal is much more powerful. Not only does the target forget but the Kaies now steals it and can use it. If the Kaies Steals a power, it can now use that power. Powers and skills are stolen at the targets rating. A successful hard Imagination test means that the target retained the memory but the Kaies can still use the memory.

Steal costs 5 Psyche and lasts for 5 minutes of real time. Steal can be renewed. (Fledgling)

Transformation

Transformation performs exactly as the Dreamwalker power, allowing the Likaer to shift from its natural form.

Use the Psyche cost table for transformation in Chapter One. (Fledgling)

Traverse Interstices

The Kaies can travel through the Interstices independently. Traverse Interstices also allows it to locate a specific mind and leap to it. Dreamwalkers are not normally easily identified as such, so Kaies don't immediately leap to a Dreamwalker mind.

Traverse Interstices allows the Kaies to transfer any number of beings at the cost of 1 Psyche per being. (Fledgling)





Chapter Five:

Creating the Nightmares

Welcome to Chapter Five. If you're a player this means that you have gone way too far! Turn back now, it's not too late.

In this chapter, we tell you more about what you need to do to write your own dreams and adventures for Shattered Dreams. We've also included some sheets included at the back of the book to assist you.

HISTORY

In order to help you envision the scope that the Nightmares encompass, we would like to present some of the history that the Nightmares have encompassed.

Prehistoric Times

Cave paintings have been found depicting what appear to be Vacyge. Apparently prehistoric man was plagued no less than we.

Native Myths

Tribes from around the world all have their own mythology, and many have encompassed the Nightmares in various shapes and forms. Dreambeasts, Shadowmen, and Tempters are all translations of the numerous native names that have been created for them.

The Trojan War

As you can guess, the Likaer had their hand in starting this war in Greece.

The Fall of Rome

Driven to neglect by his Likaer "mistress," Nero slept and played his violin for her as Rome burned.

The Black Death

The Bubonic Plague devastated humanity in the Middle Ages, and some Dreamwalker historians believe that it was a plague originally contracted from an Ilkuzahn and then transported by carriers.

The Salem Witch Trials

Many Dreamwalkers burned at the stake because they tried to save colonists from the Nightmares' plots. Having continually been seen in others dreams, the paranoia that ran amuck during the trials found many Dreamwalkers guilty of witchcraft.





World War II

Hitler used to be a sane man and it wasn't a disease that drove him over the brink. His original plan was simply to create a united Europe and give Germany back some pride. Then he met the Vacyge.

Stalinist Russia and the Chinese Cultural Revolution

Victims of the same sort as Hitler, Stalin and Mao Tse Tung both created insane purges of human life during their reigns.

Reverend Jim Jones

"Why yes. I'll move all of my faithful believers to a new promised land and then force them all to drink Cyanide." You don't think that Jim was acting his own, do you?

The CIA Brainwashing Experiments

Make no mistake, this perverse plan was solely developed by the evil of man. It was, on the other hand, assisted at later stages by the Nightmares. The experiments created a Kaies feeding frenzy.

These of course do not represent the full impact of the Nightmares upon this world but do represent some of the most significant.

YOUR GROUP

What we have found to be an ideal size playing group is the Gamemaster plus three to four other players. Five or six players is conceivable, but past six is far too difficult to seriously consider.

CONTROL AND RESPONSIBILITY

As a Gamemaster you have two important things to remember: you are in control and you must be responsible for your actions.

CONTROL

In order to be an effective Gamemaster you must be able to control your group. They can get rowdy or comical and totally ruin a good night of playing Shattered Dreams. You need to figure out what buttons to push to keep your players focused on the game.

One method that we have found effective involves a bit of harshness from the Gamemaster. We state that anything the player says, unless he states "player to Gamemaster," or any actions he performs toward another character actually happen in the game. Players get focused when the next time they jokingly say "I kill it" you say "Roll Initiative" and start combat.

Dice Fudging

Something that happens in every group, dice fudging is the bane of every Gamemaster. It is very easy to fudge your dice in Shattered Dreams' system, so you either have to trust your players or have the ones you trust watch the ones you don't.

RESPONSIBILITY

Since the rules, powers, and such in Shattered Dreams allow for a lot of interpretation, it is your responsibility to keep the game fair. Don't make your Nightmares so incredibly powerful that the characters lose all the time. That is great in other

horror, but not Shattered Dreams. Balance your bad guys.

Another responsibility of the Gamemaster is to keep the game moving. All too often an inexperienced Gamemaster will sit back and expect the players to do all of the work. This won't happen. Keep the plot moving, and if the players are being lazy, force them to get involved by sweeping their characters up in the plot. The Gamemaster is one of the primary plot motivators.

It is also your responsibility to make sure that the players define their characters powers. That won't be too hard with the use of the Roster Sheet found at the back of this book.

Well, Maybe It Didn't Do That Much...

Fudging damage to keep your players alive is the responsibility of every Gamemaster. You most likely don't want to kill your player's characters right away, especially if they have time developing them or are attached to them. Using the Roster Sheet you should be able to keep track of just where your players are at.

FLEXIBILITY

More important than control or responsibility is flexibility. You must be able to roll with the punches. As a group, you and the players are creating a story and must treat it as such. Leave things open ended, provide many possibilities, and roll with the punches.

Undoubtedly, the players will completely throw you at some point. Be flexible and improvise. The players will be much happier if you adapt to their direction than forcing them to stay on your preordained path.

PREP TIME

One feature important to note is the preparatory time involved for a Gamemaster. There really is no winging it in Shattered Dreams. The Gamemaster always has to have something planned out and written down. If she doesn't, the players will know and the game will be ridiculous.

CAMPAIGN OR ONE NIGHT

There are two basic lengths of adventures: the campaign or the one night.

The one night is a game that is meant only to last an evening or a couple of evenings. The characters aren't going to be played for long periods of time and not a lot of roleplaying development is going to go into the game or the characters.

The campaign, which is really what any role-playing game is designed for, is a long lasting game using the same characters and composed of many adventures and one nights. Campaigns are all interlinked and spend much time on plot and role-playing development.

Before you begin to design an adventure, you must decide which length of game you will be running.

RESEARCH

Research is good for any Gamemaster to do and it can be particularly easy in this game. You do dream, don't you?

THE BASIC STEPS

When writing an adventure for Shattered Dreams, there are four basic steps that you will want to follow:

- Step One— Choose & Create Nightmare
- Step Two— Create the Dreamer
- Step Three— Determine Nightmare Goal
- Step Four— Integrate Nightmare and Create Scenes

STEP ONE: CHOOSE AND CREATE NIGHTMARE

The first thing that you have to do is to choose and create the Nightmares that the Dreamwalkers will be facing. Here are your choices and the specifics that go along with each type.

THE VACYGE

For simplicity, the Vacyge invade a dream in one of four forces:

- Recon Force
- Skirmish Force
- War Party
- Legion

The size of the Force determines three things: the number of Vacyge, the number of dream "scenes," and the rate at which the Vacyge regain their Psyche. When rolling for the replenishment of Psyche, roll once for all Vacyge in the dream just to make it a little easier on yourself.

Recon Force

- Consists of 1-4 Soldiers and 1 Lieutenant.
- Contains a 2-4 dream scenes.
- The Vacyge regain 1d4 Psyche whenever the Dreamwalkers roll to regain Psyche.

Skirmish Force

- Consists of 4-8 Soldiers and 1-2 Lieutenants.
- Contains a 4-6 dream "scenes."
- The Vacyge regain 1d6 Psyche whenever the Dreamwalkers roll to regain Psyche.

War Party

- Consists of 8-12 Soldiers, 2-3 Lieutenants and 1 Captain.
- Contains a 6-8 dream "scenes."
- The Vacyge regain 1d8 Psyche whenever the Dreamwalkers roll to regain Psyche.

Legion

- Consists of 12-20 Soldiers, 3-5 Lieutenants, 1-2 Captains, and possibly a Lord.
- Contains a 8-10 dream "scenes."
- The Vacyge regain 1d12 Psyche whenever the Dreamwalkers roll to regain Psyche.

The Shroud

The Shroud is the control that encompasses a dreaming mind and lets the Vacyge enter. It is a permeable membrane and can be entered if the boundaries are reached. In reality, the Shroud is a portal to the world the Vacyge come from. They are forced to retreat back into the Shroud when the Dreamer awakes, only to be free to roam once he is asleep again. We leave the details of their dark and mysterious world up to you.



After all, what would happen if one of the characters fell in?

The Feuding Lords

Rumor has it that the Vacyge do not get along amongst themselves. There are various Lords, their "territories," and their followers that seem to be behaving in a manner similar to feudalism.

This can definitely add some spice to your game if you frequently use the Vacyge. Two Vacyge that meet may try to tear each other apart and ignore the Dreamwalkers completely.

Grounded Vacyge

If the Vacyge drive someone down to 0 Sanity, they sometimes "inhabit" the body and control that person. These people are now merely hulls for the Vacyge mind within. Entering from the dream world is suicide. These Grounded Vacyge are now agents in the physical world. Like Dreamwalkers, Grounded Vacyge cannot use their powers in the real world.

THE LIKAER

Since the Likaer are normally solitary, you simply need to choose whether the Likaer is Inexperienced, Experienced, or Jaded.

Likaer dreams usually have between 2 and 6 dream scenes and they use normal Psyche Regeneration rules.

THE ILKUZAHN

Since the Ilkuzahn are solitary, you simply need to go through and generate its statistics.

Since the Ilkuzahn enter a normal dreaming mind, the dream scenes involved in the mind that is its gate are infinite. They use normal Psyche Regeneration rules.

THE KAIES

It is up to you whether or not the Kaies are solitary. You then need to decide whether it is a Fledgling or an Adult. Remember that an Adult Kaies is more than a match for a group of Dreamwalkers.

Normally a Kaies only has one or two dream scenes because they are memories that are for



consumption. They use normal Psyche Regeneration rules.

RENEGADES

As with any power, there are those who will be corrupted by it. Some people who are gifted with Dreamwalker powers do not use them for any sort of good. They are selfish and sometimes evil, using their power for personal gain or vendetta. Some even have made deals with Nightmares and aid them in their plots.

Renegades can be a formidable foe as they are completely human and exist in both world just like the characters. Create Renegades just like you would any other Dreamwalker character.

If the Renegades are encountered in a normal dreaming mind, the dream scenes involved are infinite. Otherwise use the normal Nightmare type.

Now Appearing

Just like Dreamwalkers, Nightmares appear in an inconspicuous Construct form (Most by

using Transformation) until they do something that positively identifies them as such. Therefore, a character won't walk into a scene and instantly identify a Nightmare.

Success Numbers

When you are running the game, there may be multiple Nightmares within a mind. If you want to create each individually and pick all of their separate success numbers, go ahead. Most Gamemasters are not going to want to pick them all, so we suggest that you simply use the same set of success numbers for a given rating.

In a given nightmare, all Vacyge ratings with 2 success numbers succeed on 3 and 5, all with 4 success numbers succeed on 4, 6, 8, and 9, etc.

The Real World

Don't forget about the real world by any means. Many of the Nightmares enter into the real world as well in some way.

Better than that, don't concentrate on one or the other. Blend both the real and the dream world within one adventure. This creates a surreal effect that can become wonderfully disorientating.

STEP TWO: CREATE THE DREAMER

Now you must create the Dreamer. You create him just like you would any other character but eliminate any Aspect Powers or bonuses. Just like character creation you can create a random character or one that you have carefully planned out.

STEP THREE: DETERMINE NIGHTMARE GOAL

In Step Three you need to determine why the Nightmares are in this person's head, what they want exactly, and whether or not this is an isolated incident or part of a larger scheme. Also determine what will make them leave.

STEP FOUR: INTEGRATE NIGHTMARE AND CREATE SCENES

A dream scene is a particular reality for each part of the dream within the box. There may be a variety and they can change either by a specific trigger or most often simply change randomly.

You must detail each dream scene completely. What point of view are they viewed from? Is the Dreamer the center of attention or is he an observer? Where does the scene take place? What makes it unusual?

Additionally, you must determine other factors such as when and if the Dreamer will wake up during the evening. You also need to determine the times or actions required that change dream scenes and their sequence.

Now you should be pretty much done with the basics of adventure design. The rest of this chapter will help you put the finishing touches on your adventure to make it more complete and enjoyable.

DREAM TIME VS. REAL TIME VS. REAL TIME

Huh. I'm confused. Not for long.

Dream time is the time that passes to the characters while in the dream world, both within the Interstices and dream pockets. Dream time is not connected to time in the character's real world in any logical way. Days in the dream world can be hours in the character's real.

Real time can mean two things. In reference to both Aspect and Nightmare powers, real time means time to you as a player or Gamemaster. The time you read on your clock is real time in this case. In all other cases, real time is time in the character's real world. The time they read on their clocks is real time in these situations.

There we go. That should iron it out.

THE NIGHTMARES AREN'T HUMAN

The Nightmares aren't human so don't play them that way. They can assimilate to human cultures fairly well, even the Ilkuzahn to an extent. But their goals are not human, their forms are not human, and their ways are not human. Make sure to throw something in every once in a while to remind the players that these are alien minds that they are dealing with.

CONSTRUCTS

Constructs are the natural conjurations of the dreaming mind. The guy walking down the other side of the street. Your mother. They are all living things that truly don't exist.

Constructs are fully immersed in the unreality of the dream, for it is their reality. They act accordingly, whether it be to the benefit of the Dreamwalkers or not. Run Constructs as if they were natural people within the specific reality of the scene.

Killing a Construct is not harmful to the Dreamer because they are just the stuff of raw imagination and not connected to the mind of the Dreamer at all.

SUPPORTING CHARACTERS

Supporting Characters, also known as Non-Player Characters or NPC's, are those characters run by the Gamemaster. As a Gamemaster you will have to create many supporting characters, including Nightmares, Dreamers, and anybody in the real world the characters know or have to deal with. Remember, like Constructs, treat them like real people and flesh them out. Each person is different.

ENTERING THE NIGHTMARE

You as the Gamemaster need to determine where the Dreamwalkers enter the dream. Depending upon how much real time has passed

during their jaunt to the mind in the Interstices, the characters may enter a dream that is just starting or a dream that has been in progress for a while. Furthermore, you must determine what scene they enter into.

As a Gamemaster you can choose whether or not the character enter at different points in the scene or whether they enter in the exact same place. What we suggest is that all characters who enter at the same time enter in the exact same place. If they enter at different times, they split themselves up right away.

IF THE DREAMER DIES

What happens if the Dreamer dies while the Dreamwalkers are inside his dream? Good question. It is up to you as a Gamemaster relative to your campaign. It may be different depending upon the situation. Perhaps the characters are sucked into the Shroud if one exists. Perhaps they are severely hurt as the mind collapses in on itself. Maybe they are simply ejected into the Interstices. It's up to you.

Normally whatever happens to the character will happen to the Nightmares.

RANDOM DREAM EFFECTS

Dreams are surreal no matter what lays inside. That is why you as a Gamemaster must go out of your way to create little things in the scenery that keep the dreams surreal. This can be anything from a sky that shifts colors, to a waterfall that runs upsidedown, to people walking up walls, to anything else your imagination can come up with.

WAKING DREAMS

When a Dreamwalker wakes up, he often has a tendency to experience waking dreams. These are bizarre dreams in which the Dreamwalker believes that he is awake and starts to acts as if so. Meanwhile, strange carryovers from the dream world begin to affect him.

Paul wakes up from Dreamwalking. He spent the night trying to drive the Vacyge off from a friend's

mind. He gets up and goes to the bathroom. As he's washing his face, he hears the front door open. He shuts off the water and peers out into the living room. There is nothing there. Cautiously, he starts walking to the open door. As he walks past the kitchen he hears and glass break and screams as he sees a Vacyge standing holding the broken chards of glass. He wakes up again. Or does he?

Waking dreams can be a very effective tool for fear and paranoia.

ATMOSPHERE

Atmosphere is another term for what we know as mood. Each kind of game has a particular ambiance and atmosphere to it and it enhances play greatly when that atmosphere can be captured.

One thing that can effective is having props for each character. If a character constantly flips a coin, have that player constantly flip a coin during play. If a character smokes incessantly try candy cigarettes. Have players wear shades, hats, etc. Everyone should get into character. It's also a nice touch, albeit very difficult, when the Gamemaster can do this for the supporting characters as well.

We've mentioned props for helping players get into character, but having the players in the proper mindset for their character and the game also helps contribute to the atmosphere. Take a couple of minutes before the game and have everyone get settled down to play and concentrate on getting into character. Think of it just like acting.

Music can also be important for your game. We at Apex Publications have had difficulty selecting proper mood music for our games, so you might just want to experiment to see what fits with your campaign.

Your play area is also important to creating the right atmosphere. Decorate it with anything befitting of the adventure you are running. Sheets, candles, spotlights, smoke, etc. can all be easily attained items that can help with your game. The right lighting is particularly important.

Following these few simple suggestions should help you create the atmosphere you want for your

game of Shattered Dreams and help provide you with the roleplaying experience you want.

FEAR

In order to facilitate the frightening atmosphere of nightmares in Shattered Dreams, a Gamemaster must use some conventions of roleplaying that scare players

Suspense/Mystery

Presenting a puzzle to be solved and keeping players on the edge of their seats keeps your group stay interested and focused. This isn't scary in and of itself, but the focus it creates sets your players up to be scared.

Do The Worst

Be graphic, be gruesome, be awful, be horrid. Don't censor yourself and don't pull any punches. Let it all go and let your mean and perverse side take over.

Tease

Don't show the players everything. Show them snippets, show them pieces, but wait with the big stuff. A clawed foot retreating around a corner can be more scary than seeing the whole thing because much is left to the players imagination. Good.

The Unknown

The Nightmares are scary in and of themselves. The players don't know what they are or what they can do. They don't know what they want. Keeping them guessing as to the Nightmares will keep them scared.

Sensory Deprivation

Take away a sense and watch them squirm. Describe the whole scene in sounds and smells while they're blind. Or describe it in sight and smell when they're deaf. Or take away more than one sense.

The Unexpected/A Quick Pace

When things are running at a chaotic Mach One, everything is a surprise and everything contains a certain amount of fear in it.



Isolation

It is incredibly easy to split players up in *Shattered Dreams*. Isolation is frightening because you are all you have to rely on. No backup, no one to talk to. Just you and whatever else is waiting for you.

Safe Understanding

Get the players to think that they know what's going on. Then hit them with the exact opposite.

The Setting

Make the setting scary in and of itself. Sterile abandoned hospitals, dark mansions, etc. Bright flowered fields are not scary in and of themselves.

Perversions of Reality

When they can recognize a reality as their own but it is highly perverted, it can be scary. For example, a formal dinner setting where everyone is acting normally but the main course is bugs and larvae.

Being Pawns

A great deal of fear can be generated when the players know that the Nightmare they are fighting is much more powerful than they.

Misfortune

Everything seems to be going wrong. Watch out, as this can lead to depression rather than fear.

Entrapment

Being trapped is always scary. Just ask any animal that has been.

These basic elements of fear should be able to help you create a sense of horror in your game.

TYPE OF GAME

As a Gamemaster you need to determine what kind of game you want to run. Here are presented three types of games that work well within the framework of *Shattered Dreams*.

Horror

The traditional horror game deals with being scared through strange and gruesome events and horrible creatures. Most of the rules are set up to play a traditional horror game.

Psychothriller

Requiring much more preparation than a horror game, the Psychothriller game delves deep into the psychology of the Dreamer and presents bizarre images for the Dreamwalkers to decipher. An example of Psychothriller would be any film by the writer/director David Lynch.

Adventure

Ignoring most conventions of horror, the adventure game favors action and combat. Traditionally used as a fallback game, the Adventure game is not recommended for extended play in Shattered Dreams.

DON'T BE LINEAR

It's easy to fall into the trap of the linear adventure. That is, a scenario that runs from point A to B to C. Shattered Dreams really calls for something more.

When writing an adventure, try to fork your plot. As each section of the plot is solved, the next step is not readily apparent. There are many possible paths from here.

Also, throw in plot twists. One of the character's friends turns out to be a Grounded Vacyge. The Dreamer they are protecting is simply a diversion for the Dreamwalkers. A good plot twist makes for a good story.

Overall, there are many ways to write your adventure, but you need your plot and you need your twists.

NO REALIZATION WITHOUT CONFLICT

The Nightmares won't normally know that Dreamwalkers have entered a dream. Thus, they can remain hidden or assimilated until they reveal

themselves in a conflict situation. Conflict can mean simply an obstacle or the tormenting of the Dreamer to actual combat.

Essentially, this gives the Dreamwalkers time to investigate a given dream before they have to worry about being discovered.

IS THIS IN COLOR?

One of the many theories revolving around dreams says that most people normally dream in black and white. Supposedly only those who are creative and/or imaginative actually dream in color.

This may or may not be bullshit but it could make for interesting dreams. If you choose to subscribe to this theory in Shattered Dreams, only Dreamers with Imaginations of 8 or greater dream in color.

It may be difficult to think this way, but black and white makes for a great feel.

MULTI-GENRE

Shattered Dreams is normally written for the present time, but easily be used in any time period or genre.

What about Dreamwalkers in medieval times? Victorian times? During the Civil War? During WWII? During the Chinese Dynasties? In the future?

What about Dreamwalkers in a pulp genre? A weird science genre? A spy/thriller genre? A fantasy genre?

Adapting to Your Existing Campaign

With little work, you should be able to adapt Shattered Dreams to an existing campaign. We'd love to give you a list of conversions and games to convert with, but that requires letters of permission, use of trademarks, etc. But we are still confident that adaptation any way should remain relatively easy.

USING THE ROSTER AND WORKSHEET

The Roster Sheet and the Adventure Worksheet are relatively self-explanatory. We'll go over them in detail here to dispel any misunderstanding. Note that the information contained on these sheets is not all you'll need to run *Shattered Dreams*, but provides quick and easy reference sheets for during play.

THE ROSTER SHEET

The Roster Sheet is meant for you to keep track of game information for the Dreamer, the Nightmares, and the Dreamwalkers. This way you'll know exactly what everyone can do and how they are doing during play.

The Dreamer

Name: Record the Dreamer's name here.

Sex: Record the Dreamer's sex here.

Personality: Record the Personality traits you rolled or created along with their respective dominance here.

Physical Characteristics: Record a brief description of the Dreamer here.

Attributes: Record the Dreamer's important attributes and possibly write down some important success numbers here.

Background: Record important background notes and skills here.

Sanity Level: Record the Dreamer's Sanity Level here, such as Warped, Average, etc.

Sanity: Record the Dreamer's actual numerical Sanity score here.

The Nightmares

Nightmare/s: Record the Nightmare type that is plaguing the Dreamer.

Stats: Record the nightmares game statistics here, including Shock, Psyche, Attributes, Skills, and Powers. You may need more than one sheet for this information.

Goals/Motivation: What do the Nightmares want? Why are they here?

Route: What will make them leave?

The Dreamwalkers

Record one slot for each player.

Player: Who is it?

Character: Who is he playing?

Fears: Record the character's fears here.

Desires: Record what the character likes and wants here.

Sanity, Psyche, Shock, Health: Record the character's Derived Attribute scores here.

Aspect: Record the character's Aspect here.

Powers: Record the character's Aspect powers here.

Notes: Anything else about the character you feel is important.

THE ADVENTURE WORKSHEET

The Adventure Worksheet provides you with information to help you keep track of the details of your adventure.

The Nightmares

Nightmare/s: Record the Nightmare type here.

Number and Power Levels: Record how many Nightmares there are and their respective power levels.

Psyche Regeneration Level: Record the Nightmare's Psyche regeneration die.



Success Numbers: Record the Nightmare's success numbers or batch success numbers here.

Notes: Any other important notes not covered by this or the Roster Sheet.

The Dreamer

Name: Record the Dreamer's name here.

What do the Nightmares want?/Why Dreamer is a target?: Record the answers to these important questions here.

Fears: Record the Dreamer's fears here.

Desires: Record what the Dreamer likes and wants here.

What are the Nightmares playing off?: What tool are the Nightmares using to scare/manipulate/use the Dreamer.

Isolated incident or part of a larger plot: Did this just happen or was it carefully planned.

Notes: Any other important information.

The Real World

The Settings: Record some of the locations that the game will be taking place at.

Important Events: Record the significant events of the game.

Important Supporting Characters: Record the supporting characters and any notes about them.

Atmosphere/Fear Elements: What mood is the real world supposed to create or what are you using to scare them?

Waking Dreams: Record any specific waking dreams here.

Notes: Anything else important for the real world.

Scenes

Record one slot for each dream scene.

Basic Description of Scene: Record a basic description of what the dream scene entails.

Setting: Record what the setting of this scene looks like.

Entry Point: Where do the Dreamwalkers come in?

Point of View: What vantage point do the Dreamwalkers view from?

Center of Attention: Record who the attention of the dream seems to center around here.

Why Scene Unusual: What makes the scene strange, unusual, or scary?

Random Dream Effects: Record any random dream effects here.

Important Constructs: Record the dream Constructs in this scene and any notes about them.

Atmosphere/Fear Elements: What sort of mood is this scene to have or what are you using to scare them?

Notes: Any other important notes about the scene.

EXPERIENCE

In Chapter One, the players learned how to spend the Experience they earn. Here in Chapter Five, you learn how to award Experience to your players. Experience awards are determined by each individual players performance/actions rather than by the group as a whole. Thus, you will have to go through the following list of awards for each player:

ROLEPLAYING AWARDS

- **Poor Roleplaying**– The player didn't bother playing within the roleplaying parameters of his character. No Experience.
- **Average Roleplaying**– The player basically played within the roleplaying parameters of his character. 1 Experience.
- **Good Roleplaying**– The player did an excellent job of playing their character. 2 Experience.
- **Best In Group**– An award that you as a Gamemaster give to whomever you think did the best job. 1 More Experience.

ADVENTURE AWARDS

- **Blew It**– The characters failed in their goals and their failure was caused by their own carelessness and/or stupidity. 1 Experience.
- **Failure**– The characters failed in their goals but it wasn't solely their fault. 2 Experience.
- **Completion**– The characters basically fulfilled their goals. 3 Experience.
- **Success**– The characters did better than just meeting their goals. 4 Experience.
- **Amazing**– The characters did an amazing job and blew all of your material out of the water. 5 Experience.

ODDS FOR PLAYERS AWARDS

- **Good**– The odds of the characters succeeding were in their favor. No Experience.
- **Bad**– The odds of the characters succeeding were not in their favor. 2 Experience.

•Ugly– The odds of the characters succeeding were non-existent. 4 Experience.

MISC. AWARDS

•Heroism– The character performed acts of heroism. 1 to 3 Experience.

•Practical Thinking– The character had some good ideas and/or came up with some good practical plans. 1 to 3 Experience.

•Quick Thinking– The character did some thinking on the fly which helped the group get out of a jam. 1 to 3 Experience.

The least Experience a character will ever get is 1, while the most is 21 after a large section of a campaign. The average Experience awarded is between 7 and 9 Experience.

INCENTIVES FOR FLESH

The players have finished creating their characters but they still don't want to fully flesh them out. Give them an incentive to do it. For each player who promptly finishes fleshing out the character, including personal information, financial information, and background, award 3 Experience. This is usually a good bribing tool and helps you start the game with well defined characters.

GAMEMASTER POINTS

A new concept in roleplaying, Gamemaster points are points that the players give the Gamemaster for good play. If the Gamemaster runs a good game and does clever or entertaining things, the players may award Gamemaster points. Gamemaster points are strictly optional, and should be award by the players as a group. The overall vote determines the total Gamemaster points awarded at the end of play:

•Upholding/Facilitating Atmosphere– Keeping the players on track and keeping with the spirit of Shattered Dreams. 0 to 3 Gamemaster points.

•Scaring the Players– The players were actually frightened during play. 0 to 3 Gamemaster points.

•Roleplaying– The Gamemaster roleplayed all of the supporting characters well. 0 to 3 Gamemaster points.

•Quick Thinking– The Gamemaster was able to

quickly recover when the players threw her off track. 1 to 3 Gamemaster points.

•Misc.– Anything else the Gamemaster does that is minor yet interesting or clever. 1 Gamemaster point per situation.

The average points that will be awarded is between 5 and 7. If Gamemaster points are used, the Gamemaster will always earn at least one point for Quick Thinking.

Gamemaster points are used just like Experience for her supporting characters or adversaries but can only be used on characters that were used during the session in which they were earned.

If you stress that your Gamemaster points will be used to advance your supporting characters, as they should be, rather than stressing that they can be used for returning adversaries, the players will be more apt to fairly award points. They don't want the bad guys getting any worse.



Chapter Six:

Someone else's

Nightmares

Here in Chapter Six we will present you with some ready to run adventures for Shattered Dreams. If you still don't know quite how to write an adventure, these will be of valuable assistance to you. Also included are the Roster Sheets and Adventure Worksheets to accompany the adventures for you to photocopy and use when you run the them.

The first adventure is very structured and detailed to provide you with your first Shattered Dreams adventure. Using *A Long Dreams Journey Into Nightmare* will help you learn a pattern for writing Shattered Dreams adventure. The other two are very open ended and loose, allowing you the flexibility to run them as you want and fill in your own details as applicable to your own game.

A LONG DREAMS JOURNEY INTO NIGHTMARE

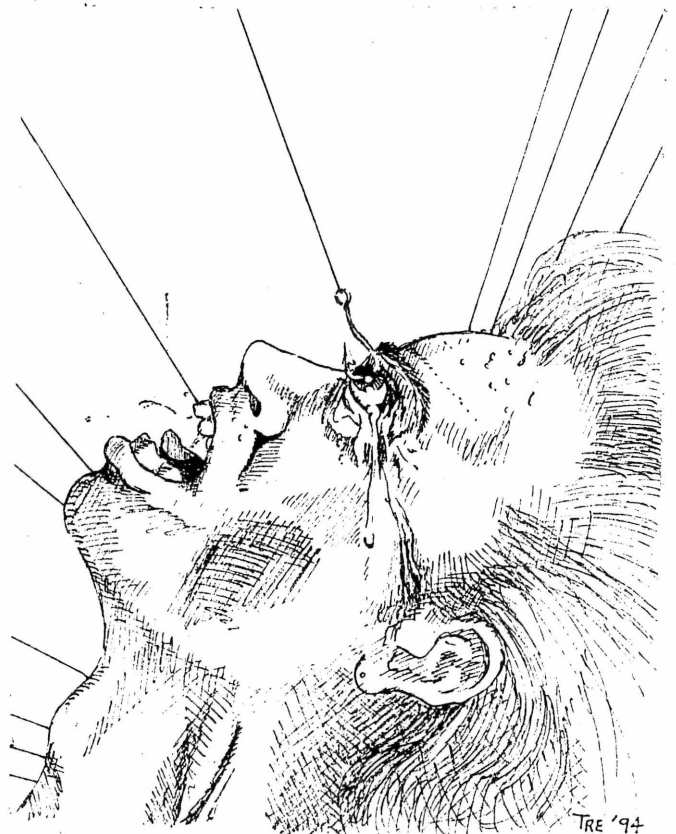
SYNOPSIS

The characters will be asked to help solve a problem of a childhood friend. When they arrive, the characters will discover that the girlfriend of the characters friend, Cheryl Johnson, is under assault by the Vacyge. Unbeknownst to the characters the Vacyge have already attacked three other people in the com-

munity and one of them, the Sheriff, has been completely taken over.

THE HOOK

The characters will receive the letter from Joseph found later in this adventure. This



should get the characters involved in the adventure.

CHARACTER INTRODUCTION

Depending upon the occupations chosen by the characters, the Gamemaster should integrate Cheryl Johnson and/or Joseph Gillespie into the backgrounds of one or more of the players. The other supporting characters introduced in this adventure are strangers to the characters.

Cheryl Johnson

Cheryl is a teacher of the fifth grade at Our Lady of Redemption Catholic Church in Averagetown, XX (The Gamemaster should substitute an actual town in their area for Averagetown, XX. This town should be within a 20 minute drive of a major city that has a university but should still be considered a rural town)

Character Information

Cheryl has been teaching at the Catholic school in Averagetown for about 12 years. Before that she was student teaching in the city at the university where she was hopefully to be employed, but suddenly decided to switch to elementary teaching and took the job at the Catholic school. She is trained to be a college professor and had excellent grades in school. She is a good friend but she is very uncomfortable and secretive when talking about her past. As of late she has not seemed herself and was even reprimanded by the superintendent of schools for striking a child as a punishment, which is very unusual for her. She lives alone in the middle of town only a few blocks from the school.

Unknown Information

At the age of 10, Cheryl was physically abused by her mother, who blamed her for the death of Cheryl's father. In truth, Cheryl had no part in the traffic accident that killed her father, but her mother, being an alcoholic, refused that it could have been only an acci-

dent. Eventually, when she was 14, the police arrested Cheryl's mother for child abuse and Cheryl was given over to a foster family. Her foster father was a teacher and encouraged her to enter the teaching profession as well, which she did after graduating high school. She attended the university near Averagetown and performed her student teaching while still there. Prospects looked good for her to stay on as a full time professor when she graduated. While she was working, one of the professors sexually assaulted her, and when she graduated, she took the job in Averagetown. She has not reported the incident to the police because she doesn't want another tarnish on her record.

Joseph Gillespie

Character Information

Joseph, now a mechanic, is a childhood friend of one of the characters (choose one). You need to decide how close is the friendship. He is the one who alerts the characters to the problem by mailing a letter to them. Once there, Joseph will do anything possible to help the characters. The letter to the characters is as follows (insert the character's name in the blank).

"Dear _____,

I know it's been a while since we talked but I've got a little problem. You remember Cheryl Johnson? Well she's a teacher now, right here in Averagetown. We've been kinda seein' each other over the last year and, well, now that I'm startin' to get serious about things she goes and tells me that she can't see me for a while. Now this isn't what I'm writin' you for. Both of us know that I've had my share of rejection, but it's what she said next that got me worrin'. She said that she was in trouble and that the police couldn't help her. Then she started talkin' about havin' really bad nightmares and stuff and I remembered the last time we talked that you said you were lookin' into dreams and nightmares and all that. I was wondering if you could talk to her



as a favor to me. You kinda owe me one anyway.

Hopin' to hear from ya,
Joseph Gillespie"

Sheriff Jessup (Jess) Glenn

Unknown Information

Sheriff Glenn doesn't exist anymore. About 2 years ago the sheriff was the victim of a Vacyge attack, which he lost. His mind was driven completely insane, and a Vacyge now uses his body in the real world. This Vacyge is now directing the assaults on the rest of the town. Cheryl is the third target in the plan. The others are Carl McDaniel, the bank president, and Anne Foster, one of the deputies. Neither of these two have been taken over. If it finds out that the characters are attempting to help Cheryl, it will intervene but it will not risk losing the body which it now inhabits. If the characters attempt to enter Sheriff Glenn's dreams they will not be able to find his dream

pocket. Multiple attempts will show that the Sheriff never dreams.

Carl McDaniel

Unknown Information

Carl McDaniel, the bank president, has been under the attack of the Vacyge for almost a year and seems to be holding out better than most. The attacks on his mind are based on his experiences during World War II when he saw many of his friends die in battle. Because of that, he fears that his son, an army man himself, will also die. Carl has been missing for the last two days. If the characters ask him where he has been when he comes back, he will tell them he was at the hospital in the city having some tests done. This is the truth. No attacks will happen in Carl's mind during the characters visit because the Vacyge are concentrating on Cheryl.

Unknown Information

The Vacyge have been attacking Anne Foster, deputy, by having her shoot young children in her nightmares. They assault her mind with endless scenes of her killing kids. The children are all Constructs who originally look like monsters. Anne attempts to kill the monsters but just as she pulls the trigger, the Constructs change into innocent children. Sheriff Glenn has added to this torment by having Anne go to the grade school and teach kids about gun safety. No Vacyge attacks will be made while the characters are in town because the Vacyge are concentrating on Cheryl.

ADVENTURE OUTLINE

- 1) Characters receive the letter from Joseph directing them to Averagetown. If the characters don't go to the aid of Joseph, follow up the letter with a phone call from Joseph telling them that Cheryl has been arrested for striking another student. When the players arrive Cheryl has been released and the charges dropped.
- 2) Upon arriving, they will meet with Joseph and he will invite them to dinner that evening with Cheryl. Until then the characters can do some snooping. The characters can meet up with any of the supporting characters listed except for Carl, who has gone missing. It may be helpful for them to meet Anne Foster here. If the characters ask the right questions they can find out all the obtainable information right away.
- 3) Dinner is at Joe's house. The meal is simple. During dinner, the conversation will turn to Cheryl's recent problem. She will not open up to anyone but she does ask a lot of questions about nightmares.
- 4) During the conversation Joe will indicate that Anne Foster is also acting strange, complaining of nightmares and getting very little sleep. If the characters enter Anne's dreams that evening, there will be no Vacyge present but their effect will definitely be seen in Anne's dreams. Read her bio to create a

dream for the evening.

If the characters enter Cheryl's dream go to Cheryl's Dream Scene section and choose 3 dream scenes. In all the nightmares that a police officer is present, that officer will look exactly like Anne Foster. If the characters haven't met her yet, then simply describe her and have one of them recognize her at the police station later. If at any time the characters take action against the Vacyge or make their presence known to them, Sheriff Glenn will call Cheryl and wake her up, thus expelling the characters. Glenn will hang up the moment Cheryl wakes up.

If the characters go and talk with Anne at the police station, she is very brief with them, telling them to go away and that she wants to go home. Sheriff Glenn will introduce himself and begin a friendly conversation with the characters until 10:00 p.m. when he goes on patrol.

5) The next morning the characters will hopefully think that Anne Foster is behind the problem and attempt to stop her in some way. Unless the characters are very good at what they do, Sheriff Glenn will arrest them for any illegal action taken against Anne Foster even if there is very little proof that they did it. The characters may also look into Cheryl's past. Without much trouble they will be able to find out where she went to college and some of the things that happened there. With a great deal of luck and skill they may find out about her sexual assault. Only someone with extremely powerful connections will be able to obtain information about Cheryl's childhood.

6) Sheriff Glenn will be very helpful in any legal attempts to gain information. His help will only misdirect the investigation toward Anne Foster. Carl McDaniel shows up in town for the first time in almost a week.

7) Unless the characters do something, nothing

interesting happens during the day. That evening the characters may go into any number of dreams to gain information. Use the character information provided to give you ideas for dreams for anyone except for Cheryl. If they enter a supporting characters dream that is not listed here, just make something totally irrelevant up. If the characters enter Cheryl's dream, choose 2 dream scenes and run the characters through them. Run these for 15 - 20 minutes of real time, switching from the first scene to the second after about 7-10 minutes. The characters will encounter the Vacyge, and once they are spotted, the Vacyge will attack the characters in an attempt to kill them. At the end of the two scenes, Cheryl's alarm wakes her up. In these scenes, the police officer will look like Sheriff Glenn. Sheriff Glenn will leave the dream before he is killed. Any Unmasking or Unveiling attempts on the Sheriff will reveal two glowing red eyes, but the Sheriff will look the same as before.

If the characters don't enter Cheryl's dream this evening then she will tell them the following day that she saw something very disturbing the night before. A large man was telling her that soon she would be his and that she was afraid to go to sleep again. The next day will again pass uneventfully and the characters should enter Cheryl's dream that evening. If not, they will have failed badly.

8) If all the Vacyge are killed and Sheriff Glenn leaves the Shroud will disappear and the characters could erect a Psychic Barrier to keep the Vacyge out for a while. It should be abundantly clear that Sheriff Glenn is not what he seems and that he is the problem. The characters must now come up with a way that will solve that problem. Since the real Sheriff Glenn is dead, the simplest solution is to kill the body that the Vacyge is now inhabiting. This is very dangerous because it means killing a cop.

CONCLUSION

In a perfect world the characters enter the dreams of Cheryl and eventually discover that Sheriff Glenn is the problem and that the Sheriff in the waking world is really a Vacyge. They will then come up with a plan to dispose of the Sheriff. This plan doesn't necessarily need to involve the Sheriff's death, but needs to clear all the other Vacyge out of Cheryl's dream thus enabling them to erect a Psychic Barrier.

CHERYL'S DREAM SCENES

These dream scenes are written in chronological order. To add some variety to the adventure, mix them up when running them. If you have a good idea for a scene, make it up and insert it for one of those below or add it to make a longer adventure. All of the following scenes are simply sketched out. Fill in any details that you feel necessary.

1) Cheryl, appearing as a ten year old, is along side the road as the car driven by her father drives by. Another car driven by a drunk slams into her father's car and her father is thrown toward Cheryl. The car driven by the drunk drives off as Cheryl's father blames her for the accident. A police car drives up and an officer takes Cheryl into the back seat of the police car.

The scene shifts to the hospital waiting room where Cheryl's mother is crying and the doctors come over and tell Cheryl that her father is dead and then blame her for it. The police officer is here standing by the doors to the emergency room. This dream sequence ends when the body of Cheryl's father is pulled out of the emergency room and is dumped in a garbage can.

- The characters will appear as passers-by on the street and guests in the hospital.
- The Vacyge in this scene are the drunk and the police officer (Sheriff Glenn). There are also 3 more posing as bye-standers.

2) Cheryl, appearing about 14, is sitting in a room, that is filled with old toys and dirty clothes. She is attempting to clean up the room but the characters will notice that no matter how much she cleans there are always more toys and clothes. Her mother enters the room and hits her across the face for not having her room clean. Cheryl begins to cry and her mother starts screaming how she is impossible to live with and that it is all her fault that her father was killed. Cheryl's mother takes the child down stairs, takes a belt out of a drawer and begins to beat her with it.

After a while, a police officer arrives and arrests Cheryl's mother. Cheryl is taken to a next door neighbors who take care of her but subtly drop hints that it was Cheryl's fault that her mother was arrested and that good children take the punishments that grown ups give them without complaining.

- The characters will appear as themselves in this scene, but will not be noticed by anyone. They will immediately be noticed if they take

any action though.

- The Vacyge in this scene are the police officer (Sheriff Glenn) and the two neighbors, three other Vacyge will also appear as police officers if the others are attacked.

3) The scene is a court room where Cheryl, age 14, is forced to tell the judge that her mother beat her. The prosecuting attorney asks Cheryl to describe the beating over and over again until she is crying and asking her mom to forgive her. At the same time the defense attorney continuously attempts to blame Cheryl for the beatings. The judge will not stop either from doing this. At the end of the trial, the judge convicts Cheryl's mother to death and Cheryl is given a pistol by a police officer and is told to kill her, which she will do if no one stops her. This dream scene ends when Cheryl pulls the trigger.

- The characters will appear as spectators at the trial

- The Vacyge in this scene are the police officer (Sheriff Glenn), the prosecuting attorney and



three members of the jury

4) Cheryl, age 21 and drop dead gorgeous, sits in a class room at college; surrounding her are all men, all of which are staring at her lustfully. At the front of the class is a very good looking older gentleman who is teaching math. Throughout the class the men are passing vulgar notes to Cheryl, who is obviously uncomfortable with the situation. If any of the characters are female, the men in the class will harass them as well. At the end of class Cheryl will walk up to the teacher and voice her complaints to him. He will listen to everything she has to say and invite her to walk with him across campus to a meeting he has.

She will accompany him and as they walk along other men will attempt to ask her out and even challenge the teacher. The teacher will stand up to them and they will back down. Cheryl and the teacher will get to an outdoor coffee shop and sit down to finish their talk. As their talk concludes, the teachers appearance begins to change. He starts to take on the appearance of a swaggering drunk and starts making advances on Cheryl. When Cheryl protests, the teacher throws her down and starts to undress her. Whether or not the characters do anything to stop this, a police officer across the street will shoot and kill the teacher. He will then blame Cheryl for being a tease and say it's her fault that he had to shoot the teacher. Cheryl will begin to sob and the dream scene will end.

- The characters will appear as members of the class.
- The Vacyge in this scene are the Police Officer (Sheriff Glenn) and four men in the class who follow at a distance.

5) Cheryl, age 37, is standing in a classroom of children in the fifth grade. The children are running in the isles and throwing things around the room. Every now and then the principal or another teacher will walk into the class and tell Cheryl to control her class. After an extreme

amount of effort she will finally get the class settled but then one of the children will run off into the halls and Cheryl will chase after him. She will catch him and by the time she gets back the classroom is in chaos again. This cycle will happen a few times until Cheryl finally loses her cool and strikes a child. At that moment the principal and a police officer will appear in the door way and Cheryl will be arrested. As she leaves the children will mock her. This scene ends when the police car door slams with Cheryl inside the car.

- The characters will appear as children in the back of the class.
- The Vacyge in this scene are the principle, the run away kid, the police officer (Sheriff Glenn) and two of the other teachers.

ADVENTURE NOTES

- 1) Remember that the first time the characters enter Cheryl's dreams that the police officer will look exactly like Anne Foster. It isn't until the characters enter the second time that the police officer looks like Sheriff Glenn.
- 2) The Vacyge will not willingly give up Sheriff Glenn's body now that it has it. The characters must force the Vacyge out of the body in order to kill it in the dream world.
- 3) In case the characters aren't catching on that Sheriff Glenn is a Grounded Vacyge, allow one of them to spend an Insight Point to remember that once a Vacyge has driven a mind completely insane they can take over that body and exist in the real world.

SATISFACTION

Satisfaction is an adventure dealing with the Likaer that does contain material that will be offensive to some people. NOTE: I REPEAT THAT THIS ADVENTURE CONTAINS MATERIAL THAT WILL BE OFFENSIVE TO SOME READERS. THIS DOES NOT REPRESENT ANY VIEWS OF THE WRITER BUT RATHER ARE THE VIEWS OF THE PARTICULAR CHAR-



ACTERS AND NIGHTMARES INVOLVED HEREIN.

SYNOPSIS

An Experienced Likaer who calls herself "Bridgette" has been playing with a financial consultant named Frederick Jacobson. Frederick has been manipulated into becoming a rapist and a murderer. The characters will witness a rape and attempted murder and will be able to question the victim in her last few moments of life. They will not be able to positively identify Frederick, but may gain some leads. It becomes apparent that Frederick is acting strangely for he is normally very pleasant and mild mannered. Entering his dreams, the characters will discover and confront Bridgette.

THE DREAMER

Frederick Jacobson is a financial consultant with a local firm. He is a people person but tends to be a bit underconfident, especially

when it comes to women. With the "guidance" of Bridgette, Frederick has become more confident in himself but has also turned into a monster.

THE NIGHTMARE

Bridgette acts like she's the hottest thing since sliced bread. That's because she can be. Bridgette is always drop dead gorgeous and oozes sex. But she is a typical attention hound: ignore her or deny her one bit and she'll spurn you. She has Frederick wrapped around her finger and knows it.

THE HOOK

A local upscale bar is featuring some form of entertainment that one or two of the characters enjoys, such as jazz, comedy, imported tap beer, etc. These characters will go and it is not necessary for all of the characters to go.

THE BAR

In the bar, people catch Fred moving from woman to woman until he finds one. If he runs into the characters he will pleasantly greet them, pause for a few words, and move on. He appears to be harmless. Otherwise, the characters enjoy the entertainment.

THE CRIME

Later, as the characters are heading toward their car or walking home, they hear a muffled scream from an alleyway. They arrive in time to see a man running away and a woman slumping to the ground. Do not let the characters capture Frederick at this point. If they do, this may be a short adventure.

The woman, Candy Broughton, is barely alive. Her clothes are torn and she's been beaten, raped, and stabbed. She will die within minutes. Her wounds are grievous and no amount of doctoring will save her. She may be able to rasp out a few words at your discretion, possibly a description, but no names. Any of

her vital information will be contained in her purse.

Further research will not dig up any more clues. Frederick and Candy were not seen leaving together. The only major clue will be a list of men's phone numbers in her purse. Hopefully the characters will look for clues here. Several names appear as does Frederick's. The character probably won't know Frederick, so don't call any special attention to him.

If the characters miss these clues, Frederick will be back at the bar the next couple of nights. He won't hurt anyone, but if one of the characters is female she will be hit on. If the characters ask him if he knew Candy, he'll ask if they're cops. He's already talked to them and has an alibi. By now the characters should have some sort of hint. The police will not do anything at this point because of lack of evidence.



THE NIGHTMARES BEGIN

Hopefully the characters will decide to check out Frederick's mind for one reason or another. They are on the right path. Bridgette has set up a Pleasuredome there and the characters may be in for a shock. She has her own way of trying to help Frederick overcome his confidence problem.

Furthermore, the Dreamwalkers present a unique challenge to Bridgette. Once she discovers the Dreamwalker presence, she will make the dream look like it is full of Vacyge which can be difficult in a Pleasuredome. If the characters are not dissuaded, she will attempt to tempt and seduce at every turn once she realizes that she cannot get rid of them immediately.

The dream scenes shift whenever you wish them to, but make sure that they don't get boring. If you wish to extend your game, create some more along the same lines.

There are a variety of ways to get rid of the Likaer. Two ways we suggest are through either bringing Frederick to his guilty senses or by getting Frederick arrested. Bridgette will not stay with him if he's stuck in jail; he's of little use then.

THINGS THAT GO BUMP IN THE NIGHT

SYNOPSIS

An Ilkuzahn is using one of the characters fiancée as a gate into the real world. The character who is her beau will discover a partially consumed human arm underneath her bed one day. From there, they will discover the presence of the Ilkuzahn and will have to track it down and destroy it.

Note: as with all adventures involving the Ilkuzahn, the mortal threat to the characters is higher than usual. Be careful.

THE DREAMER

Margrett Phillips is a executive assistant at a local corporation and is one of the character's fiancée. She is unaware of its presence.

THE NIGHTMARE

The Ilkuzahn simply wants to eat, sneak around, cause trouble, and most of all, stay here. It is a predator on the hunt.

THE HOOK

Margrett's fiancée is called during his lunch hour from work to go to her/their apartment to pick her up a change of clothes. There was an accident with the water fountain and she's soaked. Upon return to the apartment, the character begins to search through the closet to choose some suitable clothing. He notices a peculiar odor. Trailing the odor, he comes to a stench emanating from under the bed. Lifting the bedspread, he comes face to face with a half-eaten human arm. He loses 1d4 Sanity and possibly vomits. So it begins.

THE NIGHTMARES BEGIN

From there, the adventure becomes very open ended. It is up to the players where they go and how they look for the perpetrator. The Ilkuzahn will continue to kill, so the players will have to hunt it down.

The landlady is one certain source of information. She makes comments such as "What sort of elephant do you have stomping around up there at all hours of the morning?" and such. They'll know that there was something big moving around in the night.

They will run into one big dilemma: the gate itself. You might say that there is a bit of an emotional attachment to the character involved.



Shattered dREAMS

Roster Sheet

The Dreamer

Name: Cheryl Johnson

Sex: Female

Personality: Worrier (Dominant), Pleasant (Mild)

Physical Characteristics: 37, 5' 9", Attractive, Unkempt as of late

Attributes: Command-7, Imagination-5, Intellect-8, Perception-6, Sanity-8, Stability-8, Agility-6, Attractiveness-10, Endurance-7, Strength-6

Shock-16, Health-12

Background: Father died at 10, mother abused her, taken from mother at 14 to live in foster home, sexually assaulted in college by a professor.

Sanity Level: Average

Sanity: 47

The Nightmares

Nightmare/s: Vacyge

Stats*: (Shock/Psyche/Attributes/Skills/Powers)

- Captain (Sheriff Glenn)- Shock-30, Health-20, Psyche-30, Strength-10, Agility-8, Endurance-9, Stability-15, Intellect-8, Perception-9, Command-13, Powers are Deliquesce-5, Misfortune-12, Theatre of Terror-10
- Soldier #1- Shock-20, Psyche-18, Stability-10, Intellect-5, Perception-8, Power is Fanatic-12
- Soldier #2- Shock-20, Psyche-18, Stability-10, Intellect-5, Perception-8, Powers are Pervert-10, Fanatic-6
- Soldier #3- Shock-20, Psyche-18, Stability-10, Intellect-5, Perception-8, Power is Limelight-9
- Soldier #4- Shock-20, Psyche-18, Stability-10, Intellect-5, Perception-8, Powers are Leary-10, Shadowwalk-8

Goals/Motivation: The Captain is directing attacks from the real world, they are attacking the whole town.

Route: The Captain will not threaten the safety of his Ground. If his body is to be destroyed he will leave and take his Soldiers with him.

*This is just a brief for reference, not complete information.

Shattered dREAMS

Adventure Worksheet

The Nightmares

Nightmares/s*: Vacyge

Number and Power Levels: Skirmish Force

Psyche Regeneration Level: 1d6

Success Numbers: _____

5 = 1-5 12 = 1-10

8 = 1-7 13 = 2-11

9 = 1-8 15 = 1-11

10 = 1-9

Notes: _____

*More information contained on Roster Sheet.

The Dreamer

Name*: Cheryl Johnson

What do the Nightmares want?/Why Dreamer is a target: She controls the children

Fears: Observable–Abuse

Desires: Keep secretive and get on with her life

What are the Nightmares playing off?: Death of father, mother's abuse, assault of professor

Isolated incident or part of a larger plot: Larger plot, involves whole town

Notes: _____

*More information contained on Roster Sheet

The Real World

The Settings: Choose a town near you that is small yet still contains a University.

Important Events: Dinner at Joe's, meet Cheryl, find out about Carl McDaniel, Anne Foster, and Sheriff Glenn, and the final return of Carl McDaniel

Important Supporting Characters: Anne Foster– Deputy, Carl McDaniel– Bank president, Joseph Gilespee– Mechanic, Jessup Glenn– Sheriff (Grounded Vacyge)

Atmosphere/Fear Elements: Confusion, the Unknown

Waking Dreams: Sheriff Glenn arresting them for no reason. This is only if the characters can't catch on.

Notes: Research and investigation is important.

Scenes

Basic Description of Scene: Street corner and hospital waiting room

Setting: The accident that killed Cheryl's father and hospital waiting room

Entry Point: Sidewalk Point of View: Part of the crowd Center of Attention: Dreamer

Why Scene Unusual: Nothing Random Dream Effects: Horrid screams from parts of hospital

Important Constructs: Drunk driver (Vacyge Soldier), Police officer (Glenn), 3 other Soldiers in crowd, Doctor (Construct)

Atmosphere/Fear Elements: Cheryl's blamed and hounded for father's death

Notes: If this is the first time the character's are here, the officer will be Anne Foster

Basic Description of Scene: Cheryl's bedroom and at her next door neighbors

Setting: The arresting of her mother for child abuse

Entry Point: Top of bed Point of View: Unnoticed Center of Attention: Dreamer

Why Scene Unusual: Bottomless clothes pile Random Dream Effects: None

Important Constructs: Cheryl's mother, Police officer (Glenn), next door neighbors (2 Soldiers), 2 other deputies (Soldiers)

Atmosphere/Fear Elements: Perversion of reality as Cheryl is blamed.

Notes: Characters are unnoticed until they act.

Basic Description of Scene: Court room

Setting: The conviction of Cheryl's mother for abuse

Entry Point: Courtroom doors Point of View: Spectators Center of Attention: Dreamer

Why Scene Unusual: Nothing Random Dream Effects: Jury doesn't pay attention

Important Constructs: Judge, defense attorney, Police officer (Glenn), prosecuting attorney (Soldier), 3 jury members (Soldiers)

Atmosphere/Fear Elements: Perversion of reality.

Notes: _____

Basic Description of Scene: College classroom

Setting: The assault of Cheryl by her professor

Entry Point: Doors Point of View: Classmates Center of Attention: Dreamer

Why Scene Unusual: None Random Dream Effects: None

Important Constructs: Professor, many men in class, Police officer (Glenn), 4 classmates (the Soldiers)

Atmosphere/Fear Elements: Perversion of reality

Notes: _____

Basic Description of Scene: The tormenting of Cheryl by her students

Setting: Cheryl's Classroom

Entry Point: Desks Point of View: As children Center of Attention: Dreamer

Why Scene Unusual: None Random Dream Effects: None

Important Constructs: Runaway child (Soldier), the principal (Soldier), Police officer (Glenn), 2 other teachers (Soldiers)

Atmosphere/Fear Elements: Perversion of reality, Chaos

Notes: _____

Shattered dREAMS

Roster Sheet

The Dreamer

Name: Frederick Jacobson

Sex: Male Personality: Extroverted (Dominant), Underconfident (Mild)

Physical Characteristics: Average Build, Brunette, Brown Eyes

Attributes: Command-7, Imagination-5, Intellect-5, Perception-9, Sanity-8, Stability-6, Agility-5, Attractiveness-7, Endurance-10, Strength-6

Background: A Yuppie executive. Likes his imported beer and designer drugs.

Sanity Level: Average

Sanity: 59

The Nightmares

Nightmare/s: Female Likaer (Experienced)

Stats*: (Shock/Psyche/Attributes/Skills/Powers)

Command-14, Imagination-8, Intellect-7, Perception-6, Stability-10

Psyche-35, Shock-20

Coerce-12, Charisma-12, Cameraderie-6, Social Chameleon-12, Singing-12, High School Education -12, Alertness-6

Carnal Desire-4 (Cost 2), Control Construct-3 (Cost 2), Create Construct-3 (Cost 3), Harmless-3 (Cost 3), Heart's Desire-4 (Cost 3), Know The Real-3 (Cost 3), Pleasuredome-4 (Cost 5), Reinforce-4 (Cost 3), Temptation-4 (Cost 4),

Transformation-3 (Cost Variable)

Goals/Motivation: Pleasure/Pain, To make Fred a glorified rapist and murderer.

Route: If Fred gets arrested and put away, or if the characters make him insanely guilty.

*This is just a brief for reference, not complete information.

Shattered dREAMS

Adventure Worksheet

The Nightmares

Nightmares/s*: Likaer

Number and Power Levels: One-Experienced

Psyche Regeneration Level 1d6

Success Numbers: _____

3 = 1,4,5,6

14 = 2-12

4 = 2,6,8,9,11

10 = 3-12

12 = 1-10

8 = 1-5,7-8

6 = 1-6

7 = 1-6

Notes: Sultry and seductive, calls herself "Bridgette"

*More information contained on Roster Sheet.

The Dreamer

Name*: Frederick Jacobson

What do the Nightmares want?/Why Dreamer is a target: Randomly chosen, good candidate

Fears: Observable-Heights

Desires: Women

What are the Nightmares playing off?: Desire

Isolated incident or part of a larger plot: Isolated

Notes: _____

*More information contained on Roster Sheet

The Real World

The Settings: A bar, his car (1991 black Volvo 760 Intercooler, CBJ 002), Possibly his condo.

Important Events: Witnessing rape, meeting and confronting the Likaer.

Important Supporting Characters: Candy Broughton-rape victim, Detective Albert Gibbons-Police on case

Atmosphere/Fear Elements: Helplessness, perversions of reality

Waking Dreams: Bridgette seducing character, "Don't you want me?"

Notes: Research and investigation is important.

Scenes

Basic Description of Scene: A women's slave pit, Frederick is perusing "merchandise."

Setting: Slave pits, dark moldy stone, chains, whips

Entry Point: Front door

Point of View: As outsiders

Center of Attention: Dreamer

Why Scene Unusual: This is not a natural setting

Random Dream Effects: Sound reverberates unnaturally

Important Constructs: "Bridgette" as the beautiful slaver, the slave women

Atmosphere/Fear Elements:

Notes: Frederick will "test" the goods, If "Bridgette" discovers the Dreamwalkers she will try to make it look like Vacyge are present.

Basic Description of Scene: The bar, Frederick is king for a day.

Setting: The bar they were in, many beautiful women are there

Entry Point: Front door

Point of View: Bar attendees

Center of Attention: Dreamer

Why Scene Unusual: Fred is "king"

Random Dream Effects: Drinks float across room

Important Constructs: Scotty- the bartender, Al- a plumber who keeps walking in and out of the bathroom bitching about the pipes.

Atmosphere/Fear Elements: The Dreamwalkers are completely ignored, except by Scotty.

Notes: Women are all over Frederick as he makes his way through.

Basic Description of Scene: Alone, If Fred doesn't do what she wants he'll be alone.

Setting: A deserted house, the whole block is deserted, all alone

Entry Point: Basement door

Point of View: Dreamwalkers

Center of Attention: No one

Why Scene Unusual: Isolated

Random Dream Effects: Appliances flick on and off, stairs work backwards

Important Constructs: None, "Bridgette" may only show up to individuals.

Atmosphere/Fear Elements: Isolation

Notes: Characters will stick out badly, Bridgette will start toying with them individually, Fred wakes up part through.

Basic Description of Scene:

Setting:

Entry Point:

Point of View:

Center of Attention:

Why Scene Unusual:

Random Dream Effects:

Important Constructs:

Atmosphere/Fear Elements:

Notes:

Basic Description of Scene:

Setting:

Entry Point:

Point of View:

Center of Attention:

Why Scene Unusual:

Random Dream Effects:

Important Constructs:

Atmosphere/Fear Elements:

Notes:

Shattered dREAMS

Roster Sheet

The Dreamer

Name: Margrett Phillips

Sex: Female

Personality: Business minded, Confident (Dominant)

Physical Characteristics: Attractive, Average Build, Brunette, Blue Eyes

Attributes: Command-5, Imagination-6, Intellect-9, Perception-7, Sanity-9, Stability-10, Agility-8, Attractiveness-11, Endurance-7, Strength-4

Background: Fianceé to one of the characters.

Sanity Level: Strong Willed

Sanity: 95

The Nightmares

Nightmare/s: Ilkuzahn

Stats*: (Shock/Psyche/Attributes/Skills/Powers)

Perception-8, Stability-15, Agility-8, Endurance-15, Strength-15

Psyche-22, Shock-118, Health-120

Alertness-8, Fighting-9, Dodge-8

The Evil Inside-7 (Cost 4), Bond of Silence-5 (Cost 20), Conceal-4 (Cost 2), Evil Eye-6 (Cost 3)

Goals/Motivation: Eat, Sneak Around, Cause Trouble, and STAY HERE!

Route: Death, Death of Margrett, Near death in dream world.

*This is just a brief for reference, not complete information.

Shattered dREAMS

Adventure Worksheet

The Nightmares

Nightmares/s*: Ilkuzahn

Number and Power Levels: One

Psyche Regeneration Level: 1d10

Success Numbers: _____

8= 1-4, 7-9

5= 4-8

15= 1-11

4= 2, 4, 6, 8, 10

9= 4-11

6= 1, 3, 5, 7, 9, 11

7= 1-3, 7-9

Notes: _____

*More information contained on Roster Sheet.

The Dreamer

Name*: Margrett Phillips

What do the Nightmares want?/Why Dreamer is a target: Randomly chosen as a gate.

Fears: Mild fear of being alone

Desires: Her fiancé

What are the Nightmares playing off?: Nothing

Isolated incident or part of a larger plot: Isolated

Notes: _____

*More information contained on Roster Sheet

The Real World

The Settings: Margrett's apartment, the back alley outside her window, and wherever else the players want to take it.

Important Events: Finding the arm underneath her bed which causes 1d4 Sanity loss, finding the Ilkuzahn, finding it in her dreams.

Important Supporting Characters: Emma Morris-Landlady, "What, do you have elephants stomping around up there in the middle of the night?"

Atmosphere/Fear Elements: The unknown.

Waking Dreams: _____

Notes: Highly dangerous.

BIOS**MATTHEW D. GRAU**

Matthew writes like preschoolers fingerpaint—sloppy, with a lot of screaming and carrying on, and no one understands the finished product but him. Still, we let him play with us because his mommy gave us the money to write this book. Plus she makes great crisped rice squares. Matthew's previous writing experience is a figment of his imagination and as such will not be listed here. Suffice it to say that for 3 days we had him convinced that there was such a thing as a typewriter for left handed people.

TIMOTHY R. ERICKSON

We have never actually seen Tim draw anything. We believe this is because he has blackmailed several artists into working for him because of some videotapes involving them and some farm animals dressed as Bo Peep. Tim gets his experience in art from his previous job as a sketch artist for the police. Tim would take the descriptions of criminals and then proceed to draw pictures of the people he didn't like. He'd still be doing it if his boss, Lt. Brock, hadn't been mistakenly arrested for armed robbery. Tim's sketch pad contains several pictures of attractive women, none of whom will give him their phone number.

CHRISTOPHER M. DORN

When we found Christopher he was writing his best work with pencil and paper. Unfortunately he was writing with the eraser end of the pencil. We've since introduced him to the word processor and he's been writing like mad ever since...on the screen...with the pencil. At least he uses the pointed end now. We're not certain if Christopher ate paint chips off the wall as a child or if his mother fed him straight from the can. Christopher's previous writing experience includes several letters to various men's magazines and shopping lists for many popular grocery stores.

LANCE P. JOHNSTONE

Lance is an accomplished singer, actor, and stand up comedian. If they'd ever take off the straitjacket he'd be even better. He has not yet won any major award and frankly he's getting a little pissed off about that. Maybe he should show someone his work. We can't list Lance's previous experience for two reasons. One is that there may be several younger people buying this book. The other is that no one is really certain exactly what it is that he does around here. Lance can often be found driving the highways of America running over hitchhikers.

OUR PLAYTESTERS

It's amazing what some people will do for a bowl of soup and a clean set of clothes.

LAST WORDS

MATTHEW D. GRAU

If I'd have know what I was getting myself into when we started... We are done with Shattered Dreams now and it was a long and arduous path to get here. I am personally satisfied with this as our first product ever and I hope you are too.

I would personally like to take the space to thank Byerly's restaurant in Bloomington and Todd the night manager there. He was kind enough to put up with myself and Timothy at the insane hours we keep, give us free food, and provide us with all of those neat placemats that we kept notes on.

Most of all, I would like to personally thank you for purchasing this book. You have made a step toward a unique roleplaying experience and a step toward keeping Apex Publications, Inc. around to give you quality roleplaying products in the future.

In a time when Nightmares prevail, you are a light in the dark. I wish you the best of luck.

TIMOTHY ERICKSON



LAST WORDS**CHRISTOPHER DORN**

I hope that while reading this book you have found a new and exciting place to roleplay. We thought the same thing when we first came up with the idea to write this game. The absolute freedom to go anyplace and be anyone is one of the reasons that roleplaying has the popularity it has. In dreams, there are no boundaries, there are no lines that cannot be crossed. It is the ultimate playground for creative minds.

Dreams have always fascinated me. They give us ideas that the mundane world can't. They make us ask questions about the world we live in. Are there meanings behind our dreams? If so, what the heck are they? I know this game will probably not bring answers to any of these questions to me or anyone else but I hope that by playing Shattered Dreams, you will find some of the enjoyment that I have.

LANCE P. JOHNSTONE

Lance was last seen heading (thud) west on I-94.

Shattered dREAMS™

Roster Sheet

The Dreamer

Name: _____

Sex: _____ Personality: _____

Physical Characteristics: _____

Attributes: _____

Background: _____

Sanity Level: _____ Sanity: _____

The Nightmares

Nightmare/s: _____

Stats: (Shock/Psyche/Attributes/Skills/Powers)

Goals/Motivation: _____

Route: _____

*This is just a brief for reference, not complete information.

The Dreamwalkers

I Player: _____ Character: _____
Fears: _____ Desires: _____
Sanity: _____ Psyche: _____ Shock: _____ Health: _____
Aspect: _____ Powers: _____
Notes: _____

II Player: _____ Character: _____
Fears: _____ Desires: _____
Sanity: _____ Psyche: _____ Shock: _____ Health: _____
Aspect: _____ Powers: _____
Notes: _____

III Player: _____ Character: _____
Fears: _____ Desires: _____
Sanity: _____ Psyche: _____ Shock: _____ Health: _____
Aspect: _____ Powers: _____
Notes: _____

IV Player: _____ Character: _____
Fears: _____ Desires: _____
Sanity: _____ Psyche: _____ Shock: _____ Health: _____
Aspect: _____ Powers: _____
Notes: _____

V Player: _____ Character: _____
Fears: _____ Desires: _____
Sanity: _____ Psyche: _____ Shock: _____ Health: _____
Aspect: _____ Powers: _____
Notes: _____

Shattered dREAMS™

Adventure Worksheet

The Nightmares

Nightmares/s*: _____

Number and Power Levels: _____ Psyche Regeneration Level: _____

Success Numbers: _____

Notes: _____

*More information contained on Roster Sheet.

The Dreamer

Name*: _____

What do the Nightmares want?/Why Dreamer is a target: _____

Fears: _____ Desires: _____

What are the Nightmares playing off?: _____

Isolated incident or part of a larger plot: _____

Notes: _____

*More information contained on Roster Sheet

The Real World

The Settings: _____

Important Events: _____

Important Supporting Characters: _____

Atmosphere/Fear Elements: _____

Waking Dreams: _____

Notes: _____

Scenes

Basic Description of Scene: _____
Setting: _____
Entry Point: _____ Point of View: _____ Center of Attention: _____
Why Scene Unusual: _____ Random Dream Effects: _____
Important Constructs: _____

Atmosphere/Fear Elements: _____
Notes: _____

Basic Description of Scene: _____
Setting: _____
Entry Point: _____ Point of View: _____ Center of Attention: _____
Why Scene Unusual: _____ Random Dream Effects: _____
Important Constructs: _____

Atmosphere/Fear Elements: _____
Notes: _____

Basic Description of Scene: _____
Setting: _____
Entry Point: _____ Point of View: _____ Center of Attention: _____
Why Scene Unusual: _____ Random Dream Effects: _____
Important Constructs: _____

Atmosphere/Fear Elements: _____
Notes: _____

Basic Description of Scene: _____
Setting: _____
Entry Point: _____ Point of View: _____ Center of Attention: _____
Why Scene Unusual: _____ Random Dream Effects: _____
Important Constructs: _____

Atmosphere/Fear Elements: _____
Notes: _____

Basic Description of Scene: _____
Setting: _____
Entry Point: _____ Point of View: _____ Center of Attention: _____
Why Scene Unusual: _____ Random Dream Effects: _____
Important Constructs: _____

Atmosphere/Fear Elements: _____
Notes: _____

Shattered dREAMS™

Dreamwalker Character Sheet

PERSONAL INFORMATION

Your Name: _____ Other Physical Characteristics: _____
Character's Name: _____
Aliases: _____
Nationality: _____ Personality: _____
Age: _____ Eye Color: _____ Hair Color: _____
Sex: _____ Height: _____ Weight: _____

FINANCIAL INFORMATION

Occupation: _____ Wealth: _____ Savings: _____
Possessions: _____

CHARACTER BACKGROUND

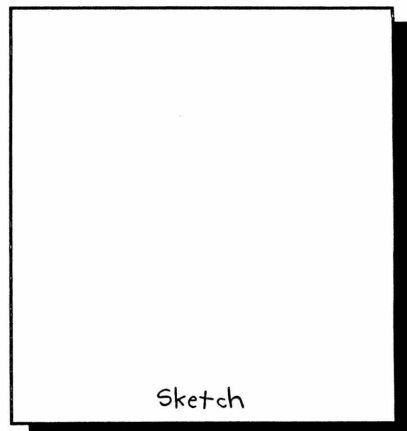
Fears: _____ Degree: _____

GAME NOTES

Psyche Regeneration: _____
Dream/Real Attacks: _____ / _____

EXPERIENCE

Total: _____ Current: _____



PLAYTESTER'S NOTES

Christopher W. Larsen

Your name is one of the most precious treasures you possess... Guard it well! My friends know me as Doc. (I know it sounds clique, but it defines me well. I am an M.D. and have several Ph D's. Everything out there I KNOW.) I lead a small group of dreamwalkers, teaching them what they need to know to survive. OK, OK, I admit I do charge them for my knowledge, but hey... we all need to make a livin'. We need help out there and I hope to see you.

Doc a.k.a. M.D. Ph D. Ott

Jon Lockerby

Tips for the REM deprived. (Depraved, whichever):

- Have skills flow freely from every orifice on your characters body. You wouldn't believe the kind of throwaway skills that turn out to be useful in dreams.
- Maintenance Doors are always welcome. Get some.
- Fight fire with fire. Fight firefighters with fire. Fight firehoses with fire. The Vacyge are everywhere and can be anything. Make the nightmare a good dream and scare the hell out of the bastards.
- Be Idle Rich. It makes the real world so much easier.
- Be Lucky!
- Be Smart!

Out live hoosegaw of the soul! Be your own Jesus Christ! Replace the "H" with your own middle initial!

Big Time Pimp

Brian McClean

Hello, I'm Mr. B. Some call me the boogy man, and I have a few tips for you. Always keep in touch with your group and stay together. Find out which way the dream is going before you attack the Vacyge. Don't attack and never frenzy in front of the dreamer. Don't use your name inside, and sometimes a draw is a victory.

This, as with all role playing games, is designed to have fun, so do so. Don't let the rules get in the way of this. Have fun and may all your dreams be good and of Alaska.

Peter Mark

You hold in your hand the most original RPG to hit the market in years. Congratulations on a fine investment! As a game master for Shattered Dreams, I have a few comments:

- Separate the players; it scares the *%#@ \$# out of them.
- Use Tarot cards instead of a Dream Die. It heightens the mystery and I feel an obligation to recommend my own ideas.
- Don't worry about rich characters; money doesn't buy sanity (only better sanatoriums).
- Get all of your friends to buy this Game.
- Hey I didn't write that!
- Whose notes are these?
- Arrrrgh!

Editors Note (The restaurant napkin is too blood soaked to make out any more. Too bad about Pete though.)

PLAYTESTER'S NOTES

Andy Offelie

My experience has taught me that dreams are things of beauty, however the beautiful can be corrupt. This game dwells on this enough to be interesting. I hope that you enjoy this game as much as I did while playtesting it. As Billy Joel said, "Some nights when I'm wound up tight, there is no release, there is no solution." May your characters find the release and the solution necessary to survive.

Derek Olsen

If you ever find yourself to be Nietzsche, pray for mercy. [Unnamed fast food chain] is a racist establishment— they don't sell Sushi. Seriously though, the best way to figure out what racing team you're on is to check your overalls. Have fun in the dream world kiddies.

Musashi (Yukio Nakamura)

Daniel Ray

"I will show you fear in a handful of dust."

T.S. Elliot

The Wastelands

"When I became captain of the town, I decided to extend asylum to certain citizens who were persona non grata elsewhere in the area, due to their disgusting and disquieting deformities."

William S. Burroughs

Spare Ass Annie

"The Horror! The Horror!"

Joseph Conrad

Heart of Darkness*Andrew Warren*

Who was it that said, "Physician heal thyself."? In this game there is nothing closer to the truth. Those who fight the Nightmares had best look after themselves. The Vacyge welcome free victims. But don't worry, your Dreamwalker will have a wild time losing his mind.

Paul Wilson

You may call me Mr. Ho. I have fought what's out there. You need not be afraid of your dreams. Dreamwalkers such as myself will make the night safe. However, we cannot do it alone. We need some help... If you people would be as sane as I am, you wouldn't #@%\$#@ need us! Not that I'm arrogant or anything, but I am the Greatest!

P.S. Backpacks make great weapons!

Greg Hullberg

What I like about Shattered Dreams, well for one thing, the basic concept was something new and different. It isn't just a rehash of a genre that is already out there. Also the scope of the game is not as limited as that of many other game genres. Everybody has dreamed, so we all know what you can do. The possibilities are limitless.

Oh and another thing, don't try to regroup your party when one of your friends is frenzying. Sorry, Chris.

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BACKGROUND BRIEF

INTO THE ESSENCE OF NIGHTMARES

The Nightmares

Dreams— an escape from reality for the common man and the source of inspiration for many an artist. Our dreams are usually a pleasant escape, but sometimes they are dark and perverted. The nightmare is a thing all people fear.

Many men claim to see recurring things in their nightmares, from a recurring face to a recurring creature. What if these recurring things are actually independent beings? What if they dwell within the sleeping minds of men?

The horror is just beginning.

THE UNIVERSAL SUBCONSCIOUS

The concept holds that the universal subconscious binds all human's minds together at a subconscious level. The universal subconscious also links subconscious minds in dreams. Each dream inhabits its own pocket of the universal subconscious and dreams can be travelled between if one knows how.

THE DREAMWALKER

A person who has the psychic ability to enter another's dreaming mind is called a Dreamwalker. Similar to astral travel, the Dreamwalker's body remains inert and sleeping while the conscious mind or soul travels the universal subconscious. Thus, Dreamwalkers can pass from one dreaming mind to another.

ASPECTS

The powers that each Dreamwalker wields are derived from an "Aspect" of the mind. Each Aspect of the mind is structurally and functionally very different. The subconscious mind is that which deals with wild, erratic, irrational, and emotion thinking, while the conscious mind is that which deals with logical thought, analysis, planning, and organization. The overconscious mind deals with the whole of minds together and has the strongest connection to the whole of the universal subconscious.

THE HORROR

Dwelling within the dream world are several different beings whose purposes are malevolent to all humankind.

The Vacyge

Also known as Shadowlords or Sanity Assassins, a force known as the Vacyge wars to drive humankind mad one by one. They enter a dream in groups and twist the victim's dreams into horrible perversions of reality to batter down their sanity.

The Shroud

When the Vacyge enter a dreaming mind, a Shroud descends to isolate the mind from the universal subconscious. Because dreams are hugely and impossibly varied, the Shroud creates its own reality using the victim's mind as a template. Even in your mind the Vacyge are in their own element.

The Likaer

Also known as Puppet Masters, the Likaer enter a mind and tempt the victim. It begins simply with dreams of long time goals fulfilled but goes far beyond that. Soon they begin to dream of insane passions and unnatural acts of self-gratification. Then the Likaer laugh as their carefully staged temptations begin to carry over into the real world.

The Kaies

The Kaies, also known as Dreamleeches and Brain Eaters, are beings unlike any mentioned so far. Unlike the Vacyge or the Likaer, the Kaies don't attempt to terrify or tempt the Dreamer; their goal is much simpler. They eat memories and leave the Dreamer a blank and mindless husk.

The Ilkuzahn

The Ilkuzahn, also known as the Spawn, are a group of beings that are a threat to the real world from the dream world. They enter a dreaming mind and use it as a gateway to manifest in the real world, coming out only when the victim sleeps. Similar to the thing under the bed or the closet monster, the Ilkuzahn are nightmare beings brought into reality.

THE DREAM WORLD

So exactly what does the dream world look like? There are two important places in the dream world: the Interstices and dream pockets.

When a Dreamwalker Dreamwalks, he does not leave a dream pocket as a normal sleeping mind would. He enters the Interstices. The Interstices are the cracks between dream pockets and are what bind minds together in the universal subconscious. Once there, visibility is limited and the only other features visible are dark, amorphous blobs which are the dream pockets.

Dream pockets are the psychic manifestations of an individual's dreaming mind. To enter a dream pocket, a Dreamwalker simply passes through its wall and enters the dream.

Travelling in the Interstices is a sensation similar to flying. Dreamwalkers can wander the Interstices and randomly enter dreams or they can enter a specific mind. Once a Dreamwalker meets an individual, he has enough of a psychic impression to identify the person's dream pocket. The Dreamwalker is then "drawn" to that pocket when he wishes to find it. Dreamwalkers easily meet up in the dream world because of this phenomenon.

When a Dreamwalker enters a dream, he enters the dream at its current point. Obviously, the dream proceeds without his presence so he enters at whatever point the dream is at currently. It can sometimes be difficult to enter a dream in the middle of the action.

Leaving a dream can sometimes be a bit more complex. Normally, when a Dreamwalker wants to leave a dream he immediately pops out into the Interstices at will. With the involvement of the Nightmares, leaving a dream becomes more difficult. The Nightmares place strict controls over the dreams they inhabit and as a result the "walls" of the dream pocket tighten up. Two ways exist to leave a Nightmare infested dream. The first is the overconscious power of Pierce the Nightmare which immediately creates an exit. The second is by succeeding at a hard task with Neuron Leap, although this only allows the Dreamwalker who actually has the power to leave. Neuron Leap will not create a gate in this case.

If a Dreamwalker doesn't have either Pierce the Nightmare or Neuron Leap, he is trapped and must wait out the duration of the dream until the Dreamer wakes up.

Waking Up

When a Dreamwalker wants to wake up, all he has to do is leave the dream pocket he is in and will himself to wake up. He immediately returns to his body and wakes up. It's that easy.

When a Dreamer wakes up while the Dreamwalkers are still inside his dreams, they are immediately expelled into the Interstices. The dream pocket fades and they can wait until the Dreamer falls asleep again and the dream pocket returns.

How Do I Look?

When a Dreamwalker leaps into a dream he enters as himself, but in an attire and role fitting to the specific dream.

CHARACTER GENERATION BRIEF

ATTRIBUTES

You have two choices:

- roll 2d6 for each Attribute in order, or
- roll 12d6 for a total to distribute among Mental Attributes and 8d6 for a total to distribute among Physical Attributes.

PICK ASPECT

- Subconscious- +1 Imagination, +3 Perception, +3 Stability. Powers based off Imagination.
- Conscious- +2 Command, +2 Intellect, +1 Sanity, +1 Stability. Powers based off Intellect.
- Overconscious- +1 Command, +1 Imagination, +3 Sanity, +2 Stability. Powers based off Sanity.

DERIVED ATTRIBUTES

- Psyche- Imagination plus Sanity.
- Shock- Twice Stability.
- Health- Endurance plus Strength.
- Insight- Roll on Dreamwalker Experience table, p. 17
- Luck- Roll on Luck table, p.18
- Sanity- Roll on Sanity table, p.18

SKILLS

Gets Intellect plus Imagination times six. Rated from 1 to 12. 20% must be spent on occupational skills, normally with a max. of 8. See list starting p. 18. Occupational table on p. 24.

ASPECT POWERS

Gets Psyche in points to spend among Aspect Powers. Rated from 1 to 12.

Subconscious Aspect

A Warm Place
Anonymous
At A Glance
Fortune
Frenzy
Mimic
Neuron Leap
Retribution
Soul Blast
The Wild
Transformation
Without Fear

Conscious Aspect

At A Glance
Coordinate
Know The Unreal
Mindfight
Mold
Neuron Leap
Nightmare Self
Probability
Reality Check
Rethink
Ruiner
Transformation

Overconscious Aspect

At A Glance
Banish
Closer
Know Thine Enemy
Neuron Leap
Pierce The Nightmare
Psycheleech
Sanity Wall
Transformation
Unmask
Unveil
Voice of Command

CUSTOMIZING YOUR CHARACTER

Pick two of the four packages available:

- Raise attribute one point, max. 15.
- Add 8 skill points, max. skill score 12.
- Add 2 points to Aspect powers, max. 12.
- Add 4 points to Psyche, Shock, Health, and/or Sanity.

Note: No spillover. Stats are fixed before customizing.

ADDING FLESH

- Step One: Build- p. 38
- Step Two: Personality- Roll two traits and pick one as Dominant. Roll for dominance for other. Personality Trait table on p. 38, Trait Dominance table on p. 39.
- Step Three: Likes and Dislikes- Roll one like and degree and one dislike and degree. Tables found on p. 39.
- Step Four: Prejudices- p. 40
- Step Five: Fears- p. 41
- Step Six: Realization- p. 41
- Step Seven: Family- p. 42
- Step Eight: Friends- p. 44
- Step Nine: Life Events- p. 42
- Step Ten: Personal Information- p. 44, Financial Information- p.44, Character Background/History- p. 44

GAME NOTES

Fill in Psyche Regeneration and number of Attacks.

SKETCH

Sketch your character so everyone knows what he looks like.

SYSTEM BRIEF

THE BASICS

Success Numbers

Cross reference Attribute, Skill, or Aspect Power on chart to determine how many numbers on 1d12 you succeed.

How to Succeed

Normally roll 1d12 for Attribute and another for the Skill or Aspect Power:

- If both the Attribute and Skill/Power succeed, then you succeed. Roll again; if success have achieved unexpected success.
- If the Attribute succeeds and the Skill/Power fails, the you barely succeed and the GM needs to call whether there was a cost involved.
- If the Skill/Power succeeds and the Attribute fails, the you barely fail.
- If both fail, then you fail. Roll again; if fail have achieved unexpected failure.

USING THE SYSTEM

Attributes

Just roll 1d12 versus the attribute for a basic success or failure result.

Unskilled Use

- The character has a chance of knowing or the skill is physical or Stability based, then roll 1d12 for the Attribute and pick one success number if the task is average and two if it is easy on the Skill die.
- If the character wouldn't know but could luck out, roll 1d12 and then pick one success number if the task is easy on the Skill die
- No chance if the character wouldn't know.

Aspect Powers

Roll appropriate Attribute plus the Power.

Psyche Regeneration

Based on Stability score:

- A score of 3-6 rolls d4.
- A score of 7-10 rolls d6.
- A score of 11-12 rolls d8.
- A score of 13-15 rolls d10.

COMBAT

Dream Combat

Initiative

Everyone rolls 1d12 plus Perception with Frenzied or Fanatic fighters adding another 2. Highest goes first, lowest goes last.

Attacking

First determine number of attacks:

- Stability of 2-9 and combat skill of 1-8 means one attack.
- Stability of 10-12 and combat skill of 1-8 or Stability 2-9 and combat skill of 9-12 means 2 attacks.
- Stability of 10-12 and combat skill of 9-12 means two attacks on odd turns and three attacks on even.

Then roll Stability plus combat skill:

- Unexpected success means hit and opponent gets no defensive roll.
- Success means hit.
- Failure means miss.
- Unexpected failure means miss plus something bad happens to attacker.

Defending

Total dodge means roll Stability and Dodge skill. Reflexive dodge means roll Stability and Dodge skill but only use half of total success numbers. Results:

- Unexpected success means dodge plus a free counterattack.
- Success means dodge.
- Fail means you are hit.
- Unexpected failure means double damage.

Wounding

Do damage by weapon (later) plus any damage bonus:

- Stability 2-3 does -1 Shock.
- Stability 10-11 does +1 Shock.
- Stability 12-13 does +2 Shock.
- Stability 14-15 does +3 Shock.

Real Combat

As Dream Combat above but substitute Agility for Stability and substitute Strength for Stability for determining damage bonus.

Wounds

Shock

- At 1/2 loses one success number.
- At 1/4 loses two success numbers.
- At 1 loses consciousness and takes 1d8 Health.
- At 0 enters coma and takes 1d12 Health.
- Less than zero means death.

Health

As Shock above but reverse Shock and Health.

Healing

See page 66.

Weapons

- Fist- 1d2
- Claws- 1d4
- Baseball Bat- 1d6
- Sword- 1d8
- Small Caliber Gun- 1d8
- Medium Caliber Gun- 1d10
- Large Caliber Gun- 1d12
- Submachine Gun- 1d8 (Double Attacks)

FEAR CHECK

Make a Sanity test and failure means roll for a Fear Effect.

OTHER DERIVED ATTRIBUTES

Insights

Can be spent when the character may know something that the character does not. The GM may provide that information.

Luck

Roll your Luck die score at the beginning of every play session. Each point will modify one die to a success.

THINGS TO COME

Shattered Dreams has a number of supplements scheduled for release.

AWAKE AND ALONE™ AP30025

Dreamwalkers have incredible power in the dream world. But when they wake up, all they are is awake and alone. On the shelves now, Awake and Alone details what it is like to live in the real world when you're a Dreamwalker.

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Now I Lay Me Down to Sleep...

It is when we sleep that we are most vulnerable. It is when we dream that they come. The Nightmares that creep into our minds when our souls are bared and corrupt our beings. The Nightmares.

Save Me From the Things of Hell...

They are a threat as timeless as life itself. They are the beings that live on the other side of sleep. They are the Nightmares.

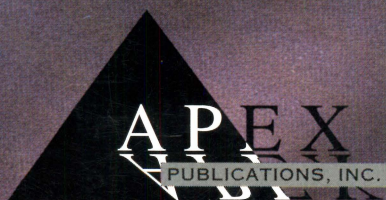
Strengthen My Hold on Reality...

There is hope. There are people who can walk dreams. The Dreamwalkers have the power to stop them. Only the Dreamwalkers know.

Shattered Dreams includes:

- Rules for creating Dreamwalker characters.
- Complete detailing of the world of Shattered Dreams.
- A concentration on roleplaying rather than the rules. "The essence of the rules rather than the letter."
- Flexibility for your campaign. You can play Shattered Dreams in any genre or even easily adapt it for use with your existing campaign.

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